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Dungeons & Dragons® Supplement

PACT, SHADOW, AND TRUENAME MAGIC

Tome of Magic™

Matthew Sernett

Ari Marmell David Noonan Robert J. Schwalb

DUNGEONS & DRAGONS®

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AND TRUENAME MAGIC

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INTRODUCTION

Magic creates fantasy. Strange creatures and unusual characters can move a tale a step away from reality, but it takes magic—the dragon's fiery breath, the wizard's powerful spell, or some other element beyond reality—to make the leap to truly fantastic tales. The Dungeons & Dragons game provides countless ways for players and DMs to experience fantasy through magic, but it offers relatively few means by which characters can employ this essential element of the game.

Tome of Magic presents three new forms of magic that are unlike any previously offered in the D&D game, and each provides tremendous opportunities for DMs to infuse more fantasy into their campaigns. These new forms of magic can be introduced by incorporating them into ongoing plots and existing characters, or they can form the basis for whole new adventures that would have been impossible using only the standard forms of magic.

This introduction describes the features of this book and explains how to use them. After reading it, you can begin your exploration into the new forms of magic with any chapter.

USING THIS BOOK

This book introduces three new types of magic, each of which is supported by a new standard class, plus prestige classes, feats, magic items, monsters, and effects similar to spells. In this way, *Tome of Magic* is similar to *Expanded Psionics Handbook*, but instead of revisiting a concept introduced in previous editions of the game, this book expands upon the topic of magic in brand-new ways. Each of the three types of magic examined in these pages has a long history in fantasy fiction and has occasionally found its way into the Dungeons & Dragons game in the past. Taking its inspiration from real-world mythology and fantasy fiction, *Tome of Magic* revamps these tantalizing tidbits from the game's history into exciting new magic systems for your game.

The new forms of magic are presented in three chapters, one dedicated to each type. The following paragraphs summarize their contents.

Pact Magic: Characters who use this form of magic gain power by making pacts with powerful creatures. In real-world legends and literature, evil or foolish mortals usually make such pacts with fiends, gaining power in exchange for either their souls or unnamed services. This treatment, though intriguing, is rather limited. In particular, the need for practitioners of pact magic to be either evil or very unwise effectively negates its use by player characters and relegates it to NPCs. Thus, the pact magic chapter takes a different approach, providing an enjoyable and balanced way for virtually any character to become involved in pact magic while remaining true to its roots in legend and maintaining its taboo feel.

Shadow Magic: Shadow magic exists in the D&D game as a subschool of illusion magic. The Forgotten Realms *Campaign Setting* took the concept further with the creation of the Shadow Weave and the corrupt magic it produces. *Tome of Magic* presents a wholly different option for shadow magic that connects it more deeply to the Plane of Shadow and fully embraces that realm's true nature as a dark mirror to the Material Plane.

Truename Magic: Truenames have been mentioned in D&D rulebooks and fiction since the first edition of the game. In this concept of magic, every creature has a truename in addition to its normal name, and anyone who knows its truename gains a measure of power over it. In fantasy fiction, this concept often takes a broader form, in which even objects possess truenames. The presentation of truename magic in this book takes its cues from both concepts and provides an easy way for both players and DMs to use the concept of truenames in play.

ADVICE FOR DMS

The prospect of assimilating new forms of magic into your campaign might seem daunting, but the process isn't as difficult as it might seem. First of all, you don't need to adopt all three forms of magic at once. You could review the material and introduce the one you like best first. Alternatively, you could add just one or two new forms of magic and not use the rest in your campaign at all. But if you do want to introduce all three forms of magic at once, you can do so quite easily.

Unlike the relatively common magic of wizards, sorcerers, druids, and clerics, each new form of magic presented in this book is a secret undiscovered by most people. Thus, you can adopt one or all of them on the sly. The PCs might find a book in a treasure hoard or a hidden library that describes a new form of magic, or they might discover tantalizing hints about it in a mural on the walls of a ruin. Alternatively, they might face a monster that utilizes one of the new forms of magic, or find a magic item related to it. Better still, the PCs could meet a new NPC who practices the magic in question so that they can see it in action before they know much about it. You can even subtly work the magic types into the history of your campaign world—great heroes and villains of legend might have been practitioners, but history ascribed their powers to normal spellcasting or magic items.

You can also take a more direct route and introduce the new magic types by allowing players to create new characters using the material presented in this book or add levels in these classes to existing characters. Indeed, giving the players the opportunity to create unique PCs and to have characters who possess more knowledge about the magic types than most NPCs do allows them to feel accomplished and powerful. In addition, being the ones "in the know" gives the players ownership over these concepts.

For more specific ideas about incorporating these new forms of magic into your game, check out the beginning of each chapter.

ADVICE FOR PLAYERS

You can get a lot of use from this product as a player. By creating a character that uses one of the new forms of magic presented in these pages (or having your PC take a level in one of the standard classes from this book), you can bring a host of new ideas, tactics, and roleplaying opportunities to the gaming table. You can surprise friends and foes alike with your new abilities, and plumb new depths of the campaign world in the process of seeking out more information about your chosen type of magic.

As with any new game element, you should consult your DM before you start using this material. Your experience using your chosen form of magic will be greatly enhanced if the DM understands the rules and builds a place for it in her game.

For more specific ideas about how your character can use the new forms of magic, check out the beginning of each chapter. The sections describing the new standard classes and prestige classes also provide a wealth of suggestions about roleplaying, character background, tactics, and advancement choices.

WHAT YOU NEED TO PLAY

Tome of Magic makes use of the information in the three D&D core rulebooks—*Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. Though no other books are strictly necessary, certain ones might increase your enjoyment of this product. Most notably, *Manual of the Planes* and *Planar Handbook* provide cool material about the Plane of Shadow that adds value to the chapter on shadow magic, and *Draconomicon*, *Libris Mortis*, and *Savage Species* offer feats that might prove useful to certain practitioners of pact magic.

SWIFT AND IMMEDIATE ACTIONS

The *Miniatures Handbook* introduced the concept of a new action type: the swift action. Likewise, the *Expanded Psionics Handbook* introduced another new action type: the immediate action. Some of the class features, feats, granted abilities of vestiges, shadow magic mysteries, and truename magic utterances described in *Tome of Magic* use these concepts. A description of how they work follows.

Swift Actions: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take.

You can take a swift action any time you would normally be allowed to take a free action. Since swift actions usually involve magic or psionics, or the activation of magic or psionic items, many characters (especially those who don't use magic or psionics) will never have an opportunity to take a swift action.

Casting a quickened spell or a quickened shadow magic mystery, or speaking a quickened truename magic utterance, or manifesting a quickened psionic power, is a swift action. In addition, casting any spell or manifesting any power with a casting time or manifesting time of 1 swift action is a swift action. Casting a spell or manifesting a power with a casting or manifesting time of 1 swift action does not provoke attacks of opportunity.

Immediate Actions: Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. Unlike a swift action, an immediate action can be performed at any time—even if it's not your turn.

Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

Under these rules, casting a *feather fall* spell is an immediate action (not a free action, as stated in the spell description in the *Player's Handbook*).

Magic Items and Potions: Activating a spell completion item, activating a spell trigger item, or drinking a potion is a standard action, even if the spell or mystery from which the scroll, potion, or item is made can be cast as a swift action.

MIMURA

PACT MAGIC

Beings that cannot exist inhabit a place that cannot be. Cursed by gods and feared by mortals, these entities fall outside the boundaries of life, death, and undeath. They are untouchable by even the most powerful deities, though they can be summoned and used by the weakest mortal.

The practitioner of pact magic contacts these alien forces by means of special symbols and rituals. Once a summoning is complete, he strikes a bargain with the summoned being to gain great supernatural power.

This chapter of *Tome of Magic* provides all the information you need to use pact magic in your game, whether as a player or as a DM. It details a standard class and several prestige classes for PCs and NPCs, feats for users of pact magic and others, and related magic items that characters can make or discover in their adventures. In addition, DMs might find many uses for the strange monsters associated with pact magic, the descriptions of the organizations that either employ it or battle those who do, and the sites for adventures involving this form of magic.

LESSER PACT MAGIC

Pact magic exists in many forms. Oaths, a lesser form of pact magic, are often used to add power to words. Indeed, oaths are so commonplace that few recognize their similarity to the pacts made by pact magic practitioners.

OATHS TO IDEALS

Many characters make pacts with themselves. Such an unspoken promise can be as binding as any contract signed by a merchant—and far more effective at forcing a person to keep his word. For example, a druid who abandons her allegiance to nature or adopts an extreme outlook must seek forgiveness or remain forever divorced from her former source of comfort and power. A monk who sets one foot off the path to spiritual purity can never walk that path again. Even barbarians, wild and inconstant as they are, must gird their thoughts against lawful leanings or risk losing the wild emotion that gives them power.

VOWS TO DEITIES

By pledging to serve a deity, a cleric puts his soul into the hands of a greater power. If he thereafter falters in his duty, he can lose his wondrous powers. Similarly, the cause of a paladin requires a constant heart. The slightest doubt or hesitation can lead to disaster, rendering the paladin unable to continue her mission without a deity's consent.

BARGAINS WITH OUTSIDERS

Mortals can make binding agreements with outsiders. Spells such as *lesser planar ally, planar ally,* and *greater planar ally* allow a spellcaster to bargain for the services of an outsider or elemental. The *planar binding* spells work in a similar manner, allowing a character to task a particular creature in return for its freedom.

COVENANT SPELLS

Some spells create a hidden pact between caster and subject, although the target need not be willing. *Geas/quest* and its lesser version force a creature to do the caster's bidding or suffer the consequences. *Mark of justice* sets up clear expectations for the subject's behavior and defines the punishment that will follow should the subject choose to behave otherwise.

THE METHODS OF PACT MAGIC

A promise possesses power. An oath owns its maker. These two simple statements express the fundamental principle of pact magic. From this kernel, pact magic grows and branches, letting mortals draw from a wellspring of power that no divine power can touch.

VESTIGES

A pact magic practitioner gains his power by bargaining with entities called vestiges—the remnants of once-living beings now trapped beyond life and death. Whether they were mortal souls strong enough to shatter the cage built by death, wayward outsiders too willful to cease existence, or dead deities unable to lie quietly in their astral graves, vestiges are the outcasts of the cosmos. They dwell in a place no one can reach and exist in a manner no one truly comprehends. This eternal distancing from reality drives most vestiges mad and twists their views of all beings—even themselves.

Illus. by R. Mimura

Because vestiges have been divorced from normal reality by some extraordinary means, they can return to it only by binding themselves to other souls. Binders, so named for their willingness to share their souls with these exiled spirits, can summon them forth by means of special rituals. Since vestiges constantly hunger for any small taste of reality, they always answer the call of any binders powerful enough to draw them forth from the void.

VESTIGES' SEALS

Each vestige is associated with a seal—a series of lines within a circle—that acts as its symbol and as a portal through which it can enter normal existence.

To call a vestige, a binder must know and be able to draw its seal. In fact, anyone can draw a seal, but only someone with the power to host a vestige can hope to create a pact that opens a door for it.

SUMMONING

Immediately after drawing a seal, a binder must ritually invoke the desired vestige's name and title to summon it. Again, though anyone can intone the proper words, the binder's power is the key to success. Even so, a binder can summon only those vestiges that are within the range of his personal power.

The origins of a vestige's name and title seem associated with both its previous existence in reality and its current state. These appellations can change over time, although such alterations occur only rarely. For this reason, most binders spend a great deal of time studying the origins and theories of pact magic in order to gain the insight that will allow them to foresee future developments.

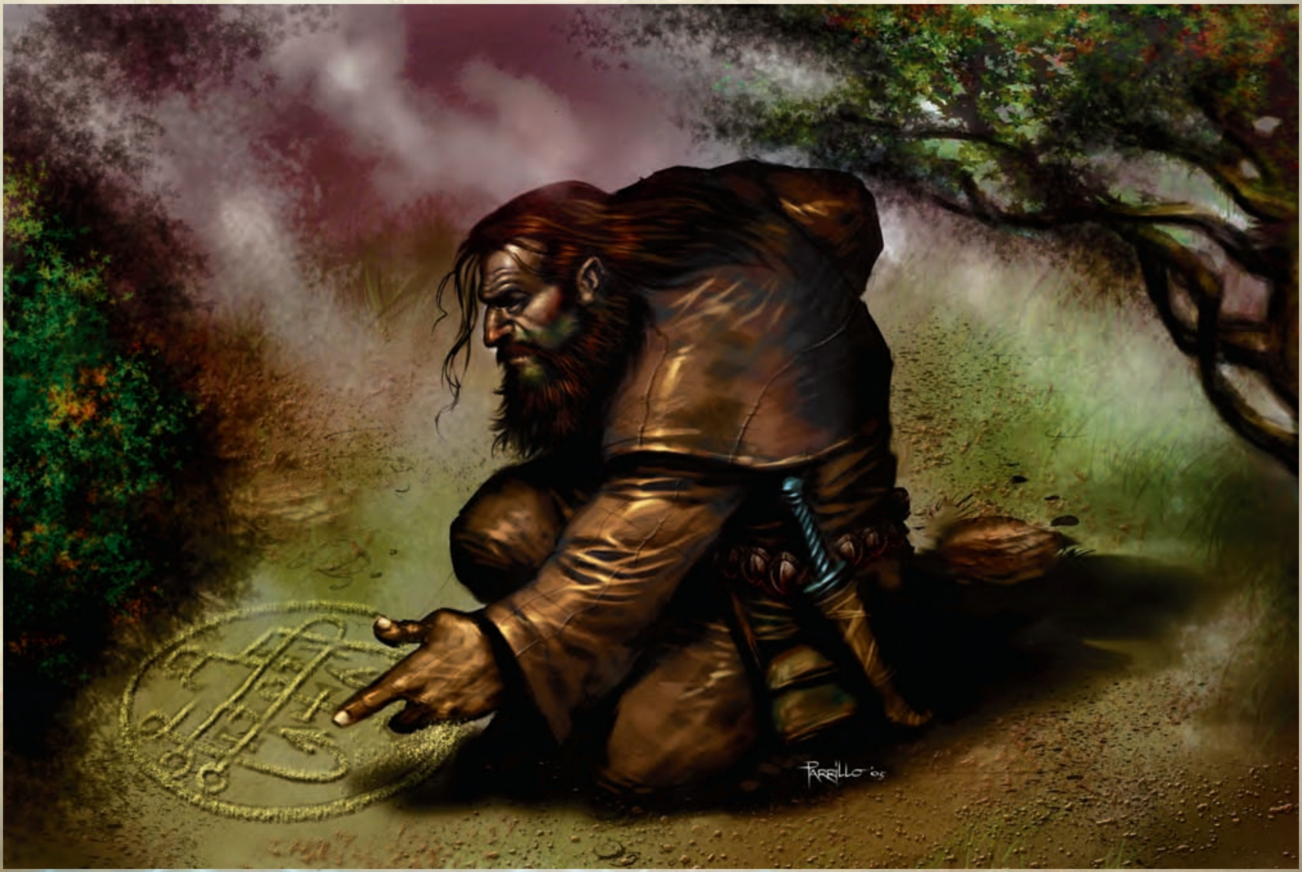
PACT MAKING

Once a summoned vestige manifests, a binder must formally address it and request a pact. The general terms of the pact are always the same, no matter which vestige is summoned. To gain the powers that a vestige offers, a binder must agree to host it for a period of 24 hours.

When a binder offers a pact, a contest of wills ensues between him and the vestige. This contest might be played out by means of an argument, a staring match, a riddle posed to the binder, or in any number of other ways. If the vestige ultimately wins, it maintains an amount of influence over the binder for the duration of the pact. If the binder does not act as the vestige wills, it can punish him. However, if the binder reigns supreme after the contest, the vestige quietly accompanies him.

BINDING

Once a binder makes a pact with a vestige, the two are inextricably bound. A shard of the vestige's soul fuses with the binder's spirit, creating a link so tight that the binder's body manifests some physical sign of the vestige's presence. The inconvenience of such a sign is a small price to pay for the supernatural powers that the vestige grants—powers that



Illus. by L. Parrillo

Drawing a vestige's seal

require no components, no complicated gestures, and no tongue-twisting words to use. When a binder wishes to use the abilities granted by a vestige, he simply wills the desired result to happen.

LEARNING PACT MAGIC

Those who practice pact magic expound upon its ease. A binder need never beg on his knees for power or study moldy tomes for hours on end to grasp the secrets of a few simple spells. Once he learns the basics of pact magic, he can call up a vestige at any time and take its power for his own. Vestiges never refuse pacts, and they ask little in return for the power they grant.

However, the tempting ease of pact magic and the necessity of soul binding with a being whose nature is completely alien generates suspicion about its practitioners. Many churches actively hunt binders and attempt to eradicate evidence of pact magic to prevent the faithful from learning that beings can exist that are beyond the reach of the gods. This general condemnation of pact magic makes discovering it difficult, even though the art itself remains quite simple.

Many binders are defrocked priests or acolytes who took up pact magic after discovering the rituals to contact vestiges in heretical texts kept hidden in secret temple libraries. Others take up the path after discovering the secrets of pacts and seals during investigations of ancient ruins. A few gain their knowledge of the binder's arts from elder binders, but tutelage is rare because of the secrecy that most binders try to maintain and the cloud of suspicion under which they must work.

THE BINDER

"I call upon you, Amon, the Void before the Altar. Render unto me your sight and your breath, for I stand before your seal and possess your talisman."

—Morden, dwarf binder,
calling upon a vestige to make a pact

Between mortality and godhood, beyond life and undeath, souls exist in a place both forgotten and inaccessible. Mortals too strong-willed to pass into the afterlife, dead outsiders too powerful to be absorbed into their planes, the dreams of slain deities put to rest eons before the current age—these are the beings called vestiges. A seal forms the door between these beings and reality, and knowledge is the key to opening it.

Only the binder possesses that key, because only he knows the vestiges' special seals and the rituals by which they can be called from the void beyond reality. By drawing their seals and speaking the words of power, he summons these strange entities, bargains with them, and binds them to his service.

MAKING A BINDER

The binder can redefine his role in an adventuring party on a daily basis, if desired. His potent abilities are always useful in combat, but what those abilities are and what strategies he employs when using them depend on the vestige that he binds. As with any class, the race, alignment, and ability choices made upon character creation influence future choices. The binder class, however, offers a special opportunity to break free of a spellcaster's typical boundaries.

Abilities: A binder typically possesses a healthy body and a strong personality, since high Constitution and Charisma scores can improve many of his supernatural abilities. More importantly, a high Charisma score enhances the binder's ability to make beneficial pacts with vestiges. Since many vestiges grant improved melee or ranged combat ability, a high Strength or Dexterity score serves the binder well. Lastly, a high Intelligence score grants him extra skill points to spend on important class skills.

Races: Because binders associate with spirits beyond the control of the gods, the practice of pact magic is forbidden by most religions. Binders tend to be rare among all humanoid races. Given their ambition and their penchant for a cosmopolitan lifestyle, humans choose the path of the binder more frequently than members of other races do, but binders are no more welcome in human society than in any other. Many halfling traveling communities remain largely unaware of binders, but settlements often gain knowledge of them—and learn to fear them—from the clergy of other races in neighboring areas. Because single deities dominate the cultures of both elves and dwarves, members of these races tend to be more aware of—and more opposed to—binders than their fellow humanoids. Gnomes who know of binders claim that Garl Glittergold appreciates the cosmic joke of mortal souls that grow so powerful that they can be neither saved nor damned. Half-orcs and half-elves, accustomed as they are to existing on the fringe of society and suffering persecution, sometimes even sympathize with the plight of binders.

Alignment: Although vestiges were once beings of light and darkness like all creatures of the planes, their long existence in a strange state beyond normal reality has twisted them into enigmatic and amoral entities. However, their nature does not dictate the alignments of those who bind to them. A fearsome and violent vestige can lend its powers to a good binder, who uses them to make peace with enemies. Conversely, a sweet-faced and kind vestige might grant an evil binder the power to wreak havoc. In some cases, the same vestige might make separate but simultaneous pacts with two binders who are in direct conflict with one another.

Vestiges are not easily defined as good, evil, lawful, or chaotic, but their unfathomable mindsets and strange appearance often disturb lawful and good creatures. Thus, most binders are neutral, chaotic neutral, chaotic evil, or neutral evil.

Starting Gold: 5d4×10 (125 gp).

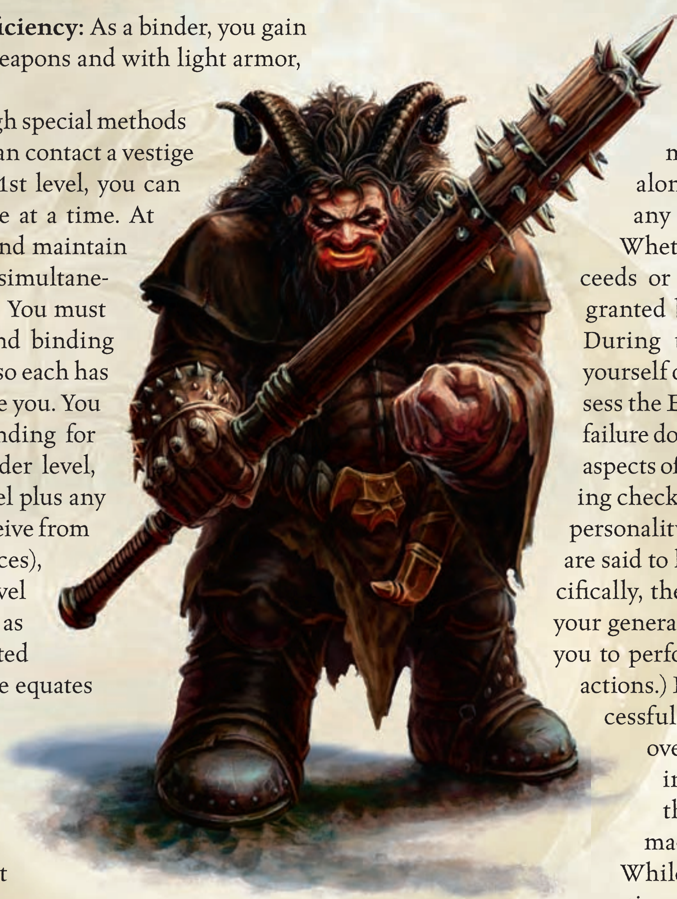
Starting Age: As cleric.

CLASS FEATURES

As a binder, you can serve many purposes in an adventuring party. Since each vestige grants you a different set of supernatural abilities, you can choose which role to play on any given day—diplomat, scout, support, melee combatant, or ranged combatant. At higher levels, you can host more than one vestige at a time to gain an even wider range of abilities. You also gain special defenses and bonus feats that let you further refine your role in the party and play to your strengths.

Weapon and Armor Proficiency: As a binder, you gain proficiency with all simple weapons and with light armor, but not with shields.

Soul Binding (Su): Through special methods known only to binders, you can contact a vestige and make a pact with it. At 1st level, you can make a pact with one vestige at a time. At higher levels, you can form and maintain pacts with multiple vestiges simultaneously, as shown on Table 1–1. You must complete the summoning and binding process with each separately, so each has its normal chance to influence you. You bear the physical sign of binding for each one. Your effective binder level, or EBL (your binder class level plus any soul binding bonuses you receive from prestige classes or other sources), determines the maximum level of vestige you can summon, as well as all other functions related to binding vestiges. This value equates to your binder class level, as given on Table 1–1, for this purpose. If the vestige you are trying to contact is of a higher level than your indicated maximum, you cannot summon it.



Morden, a dwarf binder

To contact a vestige, you must draw its unique seal visibly on a surface (generally the ground), making the image at least 5 feet across. Drawing a seal requires the ability to mark a surface and 1 minute of concentration, and the act provokes attacks of opportunity. A seal not used within 1 minute of its drawing loses all potency, and you must draw a new one to contact the vestige. A vestige might also have other requirements for contact, as noted in its entry (see The Vestiges, page 16).

Once the seal is drawn, you must perform a ritual requiring a full-round action to summon the corresponding vestige. During this time, you must touch the seal and call out to the vestige using both its name and its title. The ritual fails if you cannot be heard (for example, if you are within the area of a *silence* spell). Otherwise, a manifestation of the vestige appears in the seal's space as soon as you finish the ritual. This image is not the actual vestige; it is merely a figment—an illusion that cannot harm or be harmed by any creature. Creatures that interact with the image or study it carefully automatically recognize it as illusory. The summoned image ignores everyone but you. If you fail to address it within 1 round, it disappears. The vestige speaks in whatever language you used to call it.

To make a pact with your summoned vestige, you must make a binding check (1d20 + your effective binder level + your Cha modifier). This process requires 1 minute, but you can choose to make a rushed binding check as a full-round action at a –10 penalty. The DC for this check is provided in the description of each vestige (see pages 16–49). You must make your perilous pact alone; others cannot aid you in any way.

Whether the binding check succeeds or fails, you gain the powers granted by the vestige for 24 hours. During that time, you cannot rid yourself of the vestige unless you possess the Expel Vestige feat. Success or failure does, however, determine other aspects of the pact. If you fail the binding check, the vestige influences your personality and your actions, and you are said to have made a poor pact. (Specifically, the vestige's presence changes your general demeanor, and it can force you to perform or refrain from certain actions.) If your binding check is successful, the vestige has no control over your actions and does not influence your personality. In this case, you are said to have made a good pact.

While under the influence of a vestige, you must adhere to its requirements to the best of your ability. If you are conscious and free-willed, and you encounter a situation in which you cannot or will not refrain from a prohibited action or perform a required one, you take a –1 penalty on attack rolls, saving throws, and checks until that vestige leaves you. If you are influenced by more than one vestige, you must act according to all their influences. If you fail to fulfill the requirements of more than one vestige or disobey a single vestige more than once, the penalties stack.

As long as you are bound to a vestige, you manifest a specific physical sign of its presence, as given in its entry. This sign is real, not an illusory or shapechanging effect, and someone using *true seeing* perceives it just as it is. You can hide a sign by mundane or magical means without penalty, or you can prevent it from appearing at all if you have the suppress sign ability.

Vestiges are bound to your soul by the pact. They cannot be targeted or expelled by any means except the Expel Vestige

Illus. by M. Phillippi

feat, nor can they be suppressed except by an *antimagic field* or similar effect.

The Difficulty Class for a saving throw against any supernatural power granted by a vestige is 10 + 1/2 your effective binder level + your Cha modifier.

Suppress Sign (Ex): At 2nd level and higher, when you make a good pact, you can choose not to exhibit the physical sign that normally accompanies a pact with a vestige. You can suppress or reveal the sign at will as a swift action. With a poor pact, you gain the powers of the vestige, but you cannot suppress its sign. You show it for the duration of the pact and are influenced by it as normal.

Bonus Feats: At 4th level, and again at 11th and 18th level, you gain a bonus feat of your choice from the following list: Armor Proficiency (medium), Armor Proficiency (heavy), Diligent, Investigator, Martial Weapon Proficiency, Negotiator, Persuasive, Shield Proficiency, and the feats presented in this chapter. Feats not described in this book can be found in the *Player's Handbook*. These feats are in addition to those normally gained for attaining higher levels, but you must still meet any prerequisites for the bonus feats you choose.

Pact Augmentation (Su): Beginning at 2nd level, you can draw additional power from the vestiges you bind. As long as you are bound to at least one vestige, you can choose one ability from the following list. Each time you rebind a vestige, you also reselect your pact augmentation ability.

As you attain higher levels, you can make additional selections from the list. You gain one additional ability at 5th, 10th, 16th, and 20th level (to a maximum of five selections at 20th level). You can choose a single ability multiple times, and their effects stack. For instance, at 16th level you could choose bonus hit points twice and damage reduction twice, gaining +10 hit points and damage reduction 2/—.

Pact Augmentation Abilities

+5 hit points
Energy resistance 5 (acid, cold, electricity, fire, or sonic)
+1 insight bonus on saving throws
Damage reduction 1/—
+1 insight bonus to Armor Class
+1 insight bonus on attack rolls
+1 insight bonus on damage rolls
+2 insight bonus on initiative checks

Soul Guardian (Su): Beginning at 6th level, you have immunity to fear effects as long as you are bound to a vestige. As you attain higher binder levels, the vestige guards its time with you even more jealously, granting you protection from additional effects that would harm your soul and life energy for as long as the pact lasts.

At 9th level, you gain the slippery mind ability, which allows you to wriggle free from magical effects that would otherwise control or compel you. If you fail your saving throw against an enchantment spell or effect, you can attempt it again 1 round later at the same DC. You get only this one extra chance to succeed on your saving throw.

At 13th level, you gain immunity to energy drain and negative levels.

When you attain 19th level, your bound vestiges completely protect your mind, granting you immunity to all mind-affecting spells and abilities.

TABLE 1–1: THE BINDER **HIT DIE: D8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Maximum Vestige Level
1st	+0	+2	+0	+2	Soul binding (1 vestige)	1st
2nd	+1	+3	+0	+3	Pact augmentation (1 ability), suppress sign	1st
3rd	+2	+3	+1	+3	—	2nd
4th	+3	+4	+1	+4	Bonus feat	2nd
5th	+3	+4	+1	+4	Pact augmentation (2 abilities)	3rd
6th	+4	+5	+2	+5	Soul guardian (immune to fear)	3rd
7th	+5	+5	+2	+5	—	4th
8th	+6/+1	+6	+2	+6	Soul binding (2 vestiges)	4th
9th	+6/+1	+6	+3	+6	Soul guardian (slippery mind)	4th
10th	+7/+2	+7	+3	+7	Pact augmentation (3 abilities)	5th
11th	+8/+3	+7	+3	+7	Bonus feat	5th
12th	+9/+4	+8	+4	+8	—	6th
13th	+9/+4	+8	+4	+8	Soul guardian (immune to energy drain and negative levels)	6th
14th	+10/+5	+9	+4	+9	Soul binding (3 vestiges)	6th
15th	+11/+6/+1	+9	+5	+9	—	7th
16th	+12/+7/+2	+10	+5	+10	Pact augmentation (4 abilities)	7th
17th	+12/+7/+2	+10	+5	+10	—	8th
18th	+13/+8/+3	+11	+6	+11	Bonus feat	8th
19th	+14/+9/+4	+11	+6	+11	Soul guardian (mind blank)	8th
20th	+15/+10/+5	+12	+6	+12	Pact augmentation (5 abilities), soul binding (4 vestiges)	8th

Class Skills (2 + Int modifier per level, ×4 at 1st level): Bluff, Concentration, Craft, Decipher Script, Diplomacy, Gather Information, Intimidate, Knowledge (arcana), Knowledge (history), Knowledge (religion), Knowledge (the planes), Profession, Sense Motive.

PLAYING A BINDER

Others might misunderstand your powers, but you can't allow their shortcomings to stop you. You know that contacting the vestiges isn't an evil act, and you've never traded your soul for any sort of benefit. However, you can't afford to be too open about your activities, or those who fear your form of magic might learn something truly terrifying—your magic is easy.

You don't need to spend hours studying incomprehensible writings, beg for boons from a distant deity, or have magic in your blood. With the proper seal and the necessary personal power, you can call up a vestige and gain its abilities with just a few words. The situation does sometimes get more complicated, and you haven't figured it all out yet, but you're certain that your path to power lies with the vestiges—creatures so strong that even the gods can't contain them.

You are well aware that others like yourself exist. The process of summoning a vestige is so simple that you've probably met other practitioners without even knowing it. All it takes is the knowledge and the will to complete the process, so any kind of person could conceivably speak with the same spirits that serve as your patrons. You must always watch for the signs and be wary of other binders. Although they could be valuable sources of knowledge, they might also be enemies.

You might engage in adventures for many reasons, but amassing personal power is generally your primary concern. Certain vestiges refuse to answer the call of novice binders, and a desire to contact them and gain their powers often motivates your escapades. Perhaps you took up a life of adventure after fleeing persecution. After all, your activities and powers seem foreign and frightening to many people, and various religious sects consider contacting a vestige a sacrilege.

RELIGION

Because you have the means to speak directly with powers beyond the reach of most deities, you tend to scorn the worship of such beings. At the same time, your strength flows from creatures expatriated from the rule of those deities, and for that reason, you fear inciting the ire of a god or his worshipers. Although you are unlikely to take up a cleric's raiment, you find it convenient to pay homage to gods and show outward respect for their servants.

OTHER CLASSES

You need to be especially careful around paladins, clerics, and others devoted to a deity. Such individuals are likely to have the worst reaction to your abilities, though they might not be informed enough to have an opinion. Wizards, sorcerers, and other arcane spellcasters appreciate the power you can gain, but consider their own magic superior. Characters of any class tend to mistrust you if they actually see you summoning a vestige, but open-minded individuals value your worth as an ally no matter how you achieve your power.

COMBAT

When you're not hosting a vestige, you're not a great melee or ranged combatant. Your combat skills are roughly comparable to those of a cleric without spells, except that you lack the cleric's proficiency with shields and medium and heavy armor. Making a pact with a vestige can easily make up for this deficiency.

The mix of abilities that vestiges offer you lets you define your role in each day's encounters. For example, you could make a pact with a vestige that makes you stealthy so that you can scout ahead and take foes by surprise. You could bind with one that lets you take on the role of a stalwart fighter who can use arms and armor with skill. Alternatively, you could decide to be a silver-tongued speaker, winning the hearts and minds of friend and foe alike. At higher levels, you can make a pact with more than one vestige at a time to gain even greater versatility in combat and roleplaying encounters.

ADVANCEMENT

You profit most from remaining a binder throughout your career. Each level of the binder class increases the power you gain from making a pact with a vestige; you gain other class abilities at higher levels as well. As you advance and establish your role in the adventuring party, you might find yourself using one or two vestiges more than others. In that case, consider taking a level or two in another class to supplement the abilities the vestige grants you. For example, if you often find yourself in melee, a level of barbarian or fighter might help to make you more effective. On the other hand, if you regularly act as your group's spokesperson and scout, a level of rogue might be appropriate.

DWARF BINDER STARTING PACKAGE

Armor: Studded leather (+3 AC, armor check penalty –1, speed 30 ft., 20 lb.).

Heavy wooden shield (+2 AC, armor check penalty –2, 10 lb.).

Weapons: Morningstar (1d8, crit ×2, 6 lb., one-handed, bludgeoning and piercing).

Light crossbow (1d8, crit 19–20/×2, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Bluff	4	Cha	—
Concentration	4	Con	—
Decipher Script	4	Int	—
Diplomacy	4	Cha	—
Gather Information	4	Cha	—
Intimidate	4	Cha	—
Knowledge (arcana)	4	Int	—
Knowledge (history)	4	Int	—
Knowledge (the planes)	4	Int	—
Knowledge (religion)	4	Int	—
Sense Motive	4	Int	—

Feat: Shield Proficiency.

Gear: Backpack with waterskin, one day's trail rations, sack, bedroll, and flint and steel. Three torches. Case with 10 crossbow bolts.

Gold: 1d4 gp.

BINDERS IN THE WORLD

"Binders—you know why they're called that? Because they give up their souls to bind with the dark forces. Heretics, the lot of them. They profane the natural order! Should you ever meet one, destroy him, and let the gods punish him for his crimes."

—Prelate Czarran Highfist, dwarf paladin of Moradin

Binders put the allure of the forbidden into the hands of players, allowing them to participate in occult-style activities without forcing them to play evil characters. At the same time, the reaction that most religious organizations have to binders can reveal a darker side to the clergy of good-aligned deities while creating opportunities for great roleplaying.

DAILY LIFE

A binder typically begins his day by finding a quiet, out-of-the-way place to summon the vestige whose power he desires. He then spends the rest of the day engaged in whatever task seems most pressing while trying to avoid too much contact with others. Although many binders are adept at social interaction, a vestige's influence can affect his personality. The bound spirit's sign also manifests on his body unless he has the means to prevent it. When not adventuring, binders often spend their time seeking out scraps of information about vestiges and other soul binders. The pursuit of such forbidden knowledge is often quite dangerous and can result in the binder undertaking additional adventures.

Binders generally avoid accepting followers or serving in leadership positions because a high-profile station draws too many eyes. Yet the charismatic and mysterious nature of most binders draws others to them like moths to flame, so binders often develop friendships with outcasts, rebels, curious youths, and others who feel they don't fit in or aren't fond of the status quo. By actively strengthening these bonds of friendship, a binder can create secret networks of allies and spies who will alert him to threats and aid him in times of danger. Local authorities rarely see these groups as simple gatherings of friends. The binder's allies are often involved in other clandestine dealings that spell trouble for the whole network.

NOTABLES

Because of the secrecy surrounding vestiges and the constant attempts to quash all knowledge of soul binding, few binders become notable in their communities. Even so, most who pursue this class know of Syfal, the mythic individual who is said to have first discovered the means of contacting vestiges. Syfal's name appears in almost every text about vestiges, though whether he is invoked as a patron saint of the practice or cursed as a foul defiler of the universal order depends on the writer's viewpoint. No one knows for certain who or what Syfal was, or even when he lived, but the age of some carvings about him found in ruins indicates that he must have lived and died millennia ago.

Illus. by J. Zhang

Some binders are persecuted for practicing pact magic, and others suffer an even worse fate

Without an obvious champion for their practice, many binders look to history for signs of famous folk who might secretly have pursued this profession. Legends are replete with great heroes and villains who possess strange powers, and many a binder takes comfort in the belief that an admired individual spoke to the same vestiges that he contacts every day.

ORGANIZATIONS

Binders rarely work in groups, but an individual binder who gathers a small circle of friends occasionally chooses one or two of them as apprentices. Such a group might eventually grow into a cabal of a dozen or so people whom the binder has taken into his confidence. In general, cabals of this sort exist solely to protect the binder and to seek out rumors and hints relating to other binders or vestige lore. Rarely, such a cabal grows into a larger organization, such as the Theurgian Society. For more information about the Theurgian Society, see the Pact Magic Organizations section beginning on page 90.

NPC REACTIONS

Most people have an indifferent attitude toward binders because they know very little about what such individuals do. Even those who gain a basic understanding of binders' powers typically view these individuals with the same respect or fear that they view conjurers or necromancers.

The situation changes radically when religion comes into the equation, however. The leaders of most organized religions are aware of binders to at least some degree. Most choose to keep that knowledge secret, lest the common clergy and worshipers learn of powers beyond the reach of their deities. Occasionally, a church even maintains a secret arm of its organization to seek out and eradicate binders. Such a force usually possesses a small library of texts describing vestiges and the practices required to summon them, so that its leaders can teach members to recognize the signs of pact magic and train them to defeat binders. Ironically, books stolen from such libraries introduce many future binders to pact magic. In fact, many binders began their careers as clerics before the promise of a swift means to power seduced them to the path of pact magic. This attrition is one reason why clerics, paladins, and other religious people who know about binders react to them in an unfriendly or hostile manner.

BINDER LORE

Characters with ranks in Knowledge (arcana) or Knowledge (religion), or who have the bardic knowledge ability, can research binders and pact magic to learn more about them. Also, although religious groups try to quash the stories of binders, bards often find the intrigue and romance of pact magic so alluring that they can't resist sharing the tales of it, if only with other bards. When a character makes a skill check or a bardic knowledge check, read or paraphrase the following, including the information from lower DCs. A character with ranks in Knowledge (the planes) can also gain some information about binders, though each of the DCs below increases by 5 for such checks.

DC 15: Certain strange spellcasters called binders practice a taboo art known as pact magic. Most clerics who know of

VARIANT: HETERODOXY AND HERESY

Deities who despise vestiges and binders might frown upon a follower consorting with binders or for taking up pact magic. In the case of a cleric or paladin, such punishment often involves revocation of divine powers, rendering the character an ex-cleric or ex-paladin, as described in the *Player's Handbook*. This penalty is quite harsh, especially if the transgression is one for which the deity does not allow atonement, such as taking levels in the binder class. If you want to represent removal of a cleric's or paladin's powers but you don't want to overly hinder the offending PC, consider the following ideas.

Clerics and paladins need not abandon their principles to be friendly with binders or even to take up pact magic. Perhaps the character maintains all her powers, but they now stem from devotion to her ideals, like those of any cleric not devoted to a specific deity. The character becomes a heretic to her own church, but she maintains the same morals and outlook she had before.

Alternatively, a PC cleric or paladin need not abandon her deity. Perhaps the main wing of her church disavows her, but other heterodox factions exist. In this situation, the character's deity doesn't offer followers a clear opinion about binders and pact magic, but rather allows them to wrestle with the topic on their own. Perhaps the deity has withheld an opinion on the subject in hopes that his followers will come to the proper conclusion by themselves, or perhaps he is content to let the strongest philosophy win the day.

Although it isn't necessary to provide rules for penalizing characters who consort with (or even become) binders, you can use the following optional rules to represent the above possibilities.

Cleric: A cleric who goes against the will of his deity with regard to pact magic—usually by taking a level in the binder class—loses the ability to access his domains, including his domain spell slots and granted powers. If the cleric takes a second level in the class and thus gains the pact augmentation ability, he can add his cleric level to his binder level for the purpose of determining its effects. In addition, he gains a bonus feat chosen from the binder's bonus feat list upon attaining 3rd level as a binder (as well as the bonus feat awarded to all binders at 4th level). A cleric who merely consorts with a binder might find himself turned away from his own temples, at best, or hunted as a heretic alongside his binder companion, at worst.

Paladin: A paladin who goes against the will of her deity with regard to pact magic—again, by taking levels as a binder—cannot use the divine grace ability. If she takes enough binder levels to gain the pact augmentation ability, she can add her cleric level to her binder level for the purpose of determining its effects. As with clerics who associate themselves with binders, a paladin might be ostracized, excommunicated, or hunted by her own church if she continues the relationship with the binder.

binders consider them little more than heretics but grudgingly acknowledge that they are real. These spellcasters routinely contact otherworldly forces and make pacts with them for power. A particular sign, seal, or name is associated with each spirit.

DC 20: Binders contact vestiges—souls that have been lost to the gods and planes, and banished to some hidden place. A binder calls forth these spirits and makes pacts with them. In exchange for allowing the vestige to experience life through his body, a binder assumes some of its powers. Many churches outlaw this practice of pact magic. Some even mark its practitioners for death.

DC 25: Binders aren't true spellcasters—they and the spirits they summon work outside the normal flow of magic. The powers they gain and the vestiges they host can't be dispelled or banished by normal means.

DC 28: Characters who achieve this level of success know the legend, manifestation, sign, and seal of one or more particular vestiges. They also know the basic powers that the vestige grants (the first paragraph beneath the vestige's name and title in its entry).

DC 30: Characters who achieve this level of success can learn important details about the specific binders in your campaign, or the arm of a church responsible for finding and eradicating users of pact magic. Also, such a character could learn the specifics of the powers that a particular vestige grants.

A character trying to establish contact with a binder or an organization opposed to such individuals can make a DC 30 Gather Information check to discover the necessary intermediaries and protocols for contact. Talking directly to a binder or member of an opposing group won't work, because both are likely to feign ignorance. A PC who can offer something of value (such as information or a magic item) to the person or people he is trying to contact gains a +2 circumstance bonus on the check.

BINDERS IN THE GAME

Binders fit easily into just about any game simply because their existence has remained largely a secret. You can introduce binders through the PCs' discovery of ancient lore, a chance meeting with an NPC binder, or an encounter with agents of a church seeking out a binder. Perhaps your group's introduction to pact magic comes when a player sits down to play her new binder PC. In any case, using binders in your game requires little more than simply putting one into play.

The player of a binder character probably thrills at dancing on the dagger's edge of discovery by the authorities. Hiding the signs of soul binding, controlling a vestige's influence, and finding explanations for supernatural abilities make for fun roleplaying, so the player will be looking for such opportunities. At the same time, the player of a binder character might find continual persecution tiresome and grow disillusioned if public use of her character's abilities always provokes a negative reaction.

The best solution is to keep in mind that those who hunt binders generally want to keep their efforts—and even the existence of binders—a secret. Although the conflict between binders and those who fear them could explode at any time, in most cases it simmers under the surface as a cloak-and-dagger conflict. Therefore, a game that includes a binder PC can function in much the same way as it does now. You can occasionally present side plots, adventures, and encounters that focus on the binder's class and abilities, just as you would for any other member of the adventuring party.

ADAPTATION

You can significantly change the binder's role in your game without dramatically changing the mechanics. For example, binders could devote themselves to beings other than vestiges. To lend binders a darker or lighter feel, you could have them contact and bind themselves to fiends or celestials. Binders related to a particular religious or secular order could bind themselves to the spirits of saints or heroes. The process of soul binding could even be a totemic rite that lets a binder call up ancestors or the essential spirits of creatures by drawing upon the power of special tattoos or talismans. When changing the focus of a binder's pact making, you can keep the mechanics of the class largely the same, though you might want to change the influences of the vestiges (or whatever beings you choose) to suit their new natures.

SAMPLE ENCOUNTER

A binder can function as an ally or a villain, but even as an ally, he's likely to be secretive and suspicious of the PCs. If a binder is encountered in a social setting, he might not be bound to a vestige unless he is expecting trouble, since showing signs is likely to invite trouble. A binder angered by the PCs might quietly flee and then return for revenge a few minutes later. With no significant limits on the use of their abilities, binders typically try to use their most powerful attacks first.

EL 8: Morden disregarded his people's taboos, abandoned their traditions, and embarked upon a heretical path in pursuit of the power of pact magic. A nonconformist in the purest sense, he enjoys shocking others and acting counter to their expectations, but he always does so with a grin so that they know he's sharing the joke with them. Morden exudes a charming confidence even in the direst circumstances, and he's always willing to befriend a foe.

PCs might encounter Morden (see the statstics block on the next page) while he searches for pact magic lore in a city or a ruin. Alternatively, he might have offered his services as a mercenary and accepted payment to fight the party. Morden prefers to surprise his foes. If he can, Morden moves adjacent to an enemy before beginning battle, using Focalor's breath to blind a target affected by his aura of sadness. On the following round, Morden employs Sudden Ability Focus and Empower Supernatural Ability in conjunction with fire breath. Charge attacks and lightning strikes follow until Morden regains use of his other powers.

MORDEN **CR 8**

Male dwarf binder 8
CN Medium humanoid
Init +1; **Senses** darkvision 60 ft.; Listen +0, Spot +0
Aura sadness (5 ft., every adjacent creature takes a –2 penalty on attacks, saves, and skill checks)
Languages Common, Dwarven

AC 18, touch 11, flat-footed 17; +4 AC against giants
hp 69 (8 HD)
Immune fear
Resist +2 on saves against spells and spell-like effects, stability (+4 against bull rush and trip)
Fort +10 (+12 against poison), **Ref** +4, **Will** +7

Speed 20 ft. (4 squares)
Melee *+1 morningstar* +9/+4 (1d8+3) or
Melee dagger +8/+3 (1d4+2/19–20) or
Melee ram +8 (1d6+3)
Ranged mwk light crossbow +8 (1d8/19–20)
Base Atk +6; **Grp** +8
Atk Options +1 on attacks against orcs and goblinoids, +1d8 damage when charging with ram attack, Empower Supernatural Ability, Sudden Ability Focus
Special Actions fire breath once/5 rounds (50-ft. line, 8d6 fire, Ref DC 17 half), Focalor's breath once/5 rounds (single target within 30 ft., blindness 1 round, Fort DC 17 negates), lightning strike (single target within 80 ft., 4d6 electricity, Ref DC 17 half)
Combat Gear alchemist's fire, *potion of bear's endurance,* 2 *potions of cure moderate wounds*

Vestiges Typically Bound (EBL 8th, binding check 1d20 +15): Amon, Focalor

Abilities Str 14, Dex 12, Con 16, Int 8, Wis 10, Cha 16
SQ pact augmentation (+5 hit points, +1 insight bonus on saves), soul binding (2 vestiges; 4th level), soul guardian, stonecunning (*PH* 15), suppress sign, water breathing
Feats Empower Supernatural Ability^{B}, Shield Proficiency, Skilled Pact Making, Sudden Ability Focus
Skills Appraise –1 (+1 if stone or metal), Bluff +8, Craft –1 (any; +1 if stone or metal), Diplomacy +7, Disguise +3 (+2 acting), Intimidate +5, Jump –7, Knowledge (the planes) +0, Search –1 (+1 if stonework), Sense Motive +5
Possessions combat gear plus *+1 chain shirt,* heavy wooden shield, *+1 morningstar,* masterwork light crossbow with 20 bolts, dagger, *cloak of Charisma +2,* 105 gp

THE VESTIGES

Existence defines reality. Beyond it, therefore, naught exists—not even a void. This simple reasoning would be irrefutable were it not for the existence of vestiges. Called forth from nowhere, composed of nothing, they exist entirely outside the rules of reality. They are untouchable, untraceable, and beyond all powers that might attempt to confine or define them. This philosophical conundrum has intrigued sages interested in pact magic for centuries and defied all their theories. Vestiges simply cannot exist, and yet, it seems that they do.

Some scholars say that vestiges are a common myth—they do not actually exist but are inherent in the minds of all beings. Others say they are true spirits—souls cast off into some plane that is unreachable by all magic due to an agreement between the gods. Whatever the truth of the matter, vestiges seem desperate to participate in reality, if only by peering at it through another creature's eyes.

CHOOSING A VESTIGE

Although some binders devote themselves to single vestiges or choose vestiges based on philosophy or personality, most freely choose among all the vestiges they can call forth. When deciding which vestige to summon, a binder must consider several factors. In most cases, this decision is based largely on his likely needs for the day. Binders must anticipate their activities in much the same way as a wizard must when preparing spells. Some binders wait to summon a vestige (or summon one and wait to summon others) until they know more of what the day holds, though by doing so they risk not having the extra powers provided by a vestige at a critical moment.

In addition to the needs of the day, a binder should consider the vestige's sign and influence. A binder can mitigate any potential trouble that a vestige's influence might cause by choosing either a vestige whose influence is generally inoffensive, or one that he can easily control. In addition, the binder should consider his own abilities when making his choice. He might possess feats, magic items, or other abilities that would enhance his performance while he is bound to a particular vestige.

ROLEPLAYING THE PACT

The process of summoning a vestige and making a pact with it was designed to be a behind-the-scenes process—much like the exact ways that clerics pray for spells and wizards study their spellbooks. However, you can roleplay this interaction if you wish. Each vestige's entry describes its manifestation and provides some notes on its voice or personality. The legend behind the vestige also provides some roleplaying inspiration that a DM might find helpful.

Because a vestige has already agreed to bind with its summoner simply by showing up, the process of pact making boils down to a contest of wills to determine whether the vestige gains influence over the binder. This contest could take the form of a debate, an argument, a staring competition, a game of riddles, a shouting match, a psychic contest, or any one of numerous other competitions. In many cases, the binder begins by flattering the spirit with an entreaty for aid, worded carefully so as not to offend the vestige or put the binder in a position of weakness. If the spirit speaks during this process, it often asks why the binder wishes to use its powers. In general, the spirit is pleased by answers that coincide with its influence and interests, but it is also wary of deception. Some vestiges demand supplication, while others respond better to binders who adopt strong and willful postures. If you're a DM who wants to roleplay the process of pact making, consider rewarding good roleplaying with a circumstance bonus on the binding check.

MAKING A PACT

A summoned vestige is interested only in striking a bargain with its summoner. As soon as the pact is made, the vestige vanishes and the binder shows its sign, unless he has the means to suppress it. Once made, a pact cannot be broken. Neither the binder nor the vestige can end the association before its duration elapses, unless the binder has the Expel Vestige feat.

Occasionally, a vestige might speak with a binder about other matters before the process of binding begins, though its willingness to do so is based entirely on whim. The information gained in such a conversation, however, is suspect because vestiges are notoriously unreliable sources. They don't seem to recall anything except their own lives, and even those memories are often confused or incorrect.

To make themselves more attractive to binders, vestiges often pretend to possess much greater knowledge than they are capable of having; indeed, some even assert that they can see the future or monitor present events occurring in distant locations. It's impossible to force a vestige to tell the truth or even determine whether it is lying, since vestiges have immunity to all spells except *antimagic field*, and Sense Motive attempts against them always fail.

Even so, however, some binders regularly consult with vestiges. Although the information provided is unreliable, it sometimes bears a startling similarity to the truth, and strange coincidences abound. Years of questioning various vestiges about their origins have yielded many different versions of each one's story, but the binder scholars who collect vestige legends have become adept at compiling the common elements and researching their veracity. In this way, the individual vestige histories have gained at least a degree of credence.

MULTIPLE VESTIGES

As a binder grows in power, he learns how to bind more than one vestige at a time. To do so, he must go through the ritual of drawing the seal and making a pact with each of them separately. While bound to multiple vestiges, he gains the full range of powers granted by all of them. The binder shows the sign of each vestige (unless he can suppress it), and risks being influenced by multiple vestiges on failed binding checks. If he ignores the influence of more than one vestige, the penalties stack.

VESTIGE DESCRIPTIONS

This section describes all the vestiges available to binders. The various elements of a vestige description are described below.

NAME

Each description begins with a header giving the vestige's name and an epithet by which the vestige is known.

SEAL AND SUMMARY

Below the illustration of the vestige's seal is a summary description of its essential characteristics.

The Seal: In the process of summoning a vestige, the binder must draw its seal. The unique seal associated with each vestige is displayed above the summary information. Drawing the seal requires no skill check of any kind, but the binder must have the means to scribe the seal visibly upon a relatively flat surface. Many binders carry chalk or charcoal with them for this purpose. One piece is sufficient to draw one seal.

Vestige Level: Each vestige has a vestige level, as given in its summary. A creature wishing to summon a vestige must meet or exceed the effective binder level required to summon a vestige of that level (see Table 1–1, page 11). Although all vestiges want to experience reality, some lie farther out in the void than others and are more difficult to contact. Only through extended congress with lesser vestiges can a binder hope to summon the great entities that lie closest to nothingness.

Binding DC: The summary for each vestige gives a binding DC for the binding check needed to make a pact with it. In general, this DC scales with the binder level required to summon the vestige, but certain vestiges present a greater-than-average challenge to binders.

Special Requirement: If the vestige imposes any special requirements on its summoning, this entry in the summary is "Yes." Otherwise, it reads "No."

ROLEPLAYING THE INFLUENCE

If you're playing a binder, you will eventually come under the influence of a vestige. Although the limitations imposed by influence can be a hindrance, they can also make for great roleplaying opportunities. Because the emotions that a vestige's influence brings are often not typical for steely eyed adventurers, you can explore aspects of your character's personality that you might otherwise ignore. If you play the influences well, you can set up a strong contrast with your character's typical behavior.

The constraints or demands that the influencing vestige places on your character provide yet another hook for roleplaying. Giving in to the demands can get your character into trouble and force him to talk his way out, or you can use them as a reason to seek out or avoid certain places or people. Should this aspect of the influence become too troublesome, you can always just ignore the vestige's influence and take the penalty that such a choice imposes.

If you find the process of roleplaying a vestige's influence fun, remember that you can always voluntarily fail a binding check. But be considerate of the other players at the table when making that choice. Don't use the influence as an excuse to hog the spotlight or steer the adventure in a different direction. When you have fun at the expense of the other players' enjoyment, the campaign is in trouble.

TABLE 1–2: VESTIGES BY LEVEL

Vestige Level	Vestige	Binding DC	Special Requirement
1st	Amon	20	Yes
1st	Aym	15	No
1st	Leraje	15	Yes
1st	Naberius	15	Yes
1st	Ronove	15	Yes
2nd	Dahlver-Nar	17	Yes
2nd	Haagenti	17	Yes
2nd	Malphas	15	No
2nd	Savnok	20	Yes
3rd	Andromalius	20	Yes
3rd	Focalor	20	Yes
3rd	Karsus	25	Yes
3rd	Paimon	20	No
4th	Agares	22	Yes
4th	Andras	22	No
4th	Buer	20	Yes
4th	Eurynome	21	Yes
4th	Tenebrous	21	Yes
5th	Acererak	25	Yes
5th	Balam	25	Yes
5th	Dantalion	25	No
5th	Geryon	25	Yes
5th	Otiax	25	No
6th	Chupoclops	25	Yes
6th	Haures	25	No
6th	Ipos	26	Yes
6th	Shax	26	Yes
6th	Zagan	25	Yes
7th	Eligor	30	No
7th	Marchosias	30	Yes
8th	Halphax	32	Yes
8th	Orthos	35	Yes

LEGEND

This element of the description relates the origin legend associated with each vestige. Although binder scholars point to similar legends among the general populace (and sometimes even to historical figures) to back up their claims, these backgrounds are in large part apocryphal and known only to binders. The historical information on which each legend is based has been gathered through the years by questing for information about them. The legend detailed in this section represents the most widely accepted version, but pact magic grimoires differ and many theories exist. The religious organizations and secular authorities that might be able to offer proof one way or the other generally muddy the issue still further, either by claiming that vestiges are unholy and accursed beings that damn those who deal with them, or by disavowing the creatures' existence entirely.

SPECIAL REQUIREMENT

If the vestige imposes any special requirements on its summoning, they are given in the next element of the description. Special requirements vary widely depending on the nature of the individual vestige. For example, a vestige might require that its seal be drawn in a particular place, or that the binder possess a certain item or attribute. If a binder does not fulfill the vestige's special requirement, it does not manifest when summoned, and the attempt to bind with it fails.

MANIFESTATION

Different vestiges take different forms, but all manifest (become visible) as images floating over their seals. The image that appears is a supernatural figment—an illusion that cannot be dispelled, though it vanishes in an *antimagic field*. Certain aspects of the illusion (such as wisps of fog) can extend up to 10 feet beyond the borders of the seal, but the vestige never leaves the area over the seal. Noises produced by the vestige or the process of pact making can be heard normally, according to their volume.

SIGN

A binder who makes a pact with a vestige binds his soul to it, thereby becoming a conduit through which the vestige can experience reality. This powerful bond cannot be broken by any magic—even an *antimagic field* only suppresses it.

This integral link manifests on the binder's person as a physical sign peculiar to the individual vestige, as described here. This sign is a real change rather than an illusory or shapechanging effect, so anyone viewing the binder with *true seeing* sees it just as it is. The sign is a supernatural effect and therefore is suppressed when the binding is suppressed.

A binder can hide a sign by either mundane or magical means. Furthermore, a binder with the suppress sign class feature can choose when to show a vestige's sign.

MAKING VESTIGES DIFFERENT

The vestiges in this book were designed as spirits to which a character of any alignment might bind while still maintaining the taboo feel that pacts with otherworldly beings carry in real-world mythology. When using pact magic in your game, you could give it a different place in the campaign world by changing the nature of the vestiges or even replacing them with other creatures. For example, in your campaign, pact magic might be practiced only by good creatures who make deals with celestial beings. Alternatively, it might be wholly the province of evil or foolish mortals who make promises to fiendish forces. Vestiges might even be alien entities, totemic spirits, the souls of ancestors or great heroes, or some other entities of your own creation.

Changing the nature of vestiges might also necessitate changes to the binder class. For instance, if you replace the vestiges with saints of a religious order, the binder becomes more like a paladin. If you replace them with totemic beings, on the other hand, the binder becomes more akin to a barbarian.

However you decide to use pact magic in your game, take extra care if you decide to change the powers a vestige grants or the influence it has on a binder. Vestige-granted powers present far thornier balance issues than do typical game elements, such as feats or spells. The influences were designed to strike a careful balance between how often they affect play and the penalties for ignoring them.

INFLUENCE

This element details the influence that the vestige imposes on a binder who makes a poor pact. The vestige's influence constantly affects the binder's personality and emotions. In addition, the vestige might require that the binder take (or refrain from taking) some action. A binder who ignores the wishes of a vestige that influences him takes a –1 penalty on attack rolls, saves, and checks until the vestige leaves.

GRANTED ABILITIES

The supernatural abilities that the vestige grants are given in this element of its description. The following rules govern these supernatural abilities.

- All powers granted by vestiges are supernatural in origin, even if they replicate spells or abilities that are not normally considered magical.
- Supernatural abilities are magical and thus are suppressed in an *antimagic field*.
- Supernatural abilities are not subject to spell resistance.
- Supernatural abilities cannot be dispelled.
- Unless they deal damage, supernatural abilities affect incorporeal creatures normally. A supernatural ability that deals damage has a 50% chance not to affect an incorporeal target, if the source of the ability is corporeal.
- Using a supernatural ability does not provoke attacks of opportunity.
- Using a supernatural ability is a standard action unless otherwise noted.
- Some of the supernatural abilities granted by vestiges provide constant benefits once activated. If the duration of a particular effect is not stated or implied by the ability description, assume it is constant. Typically, binders take a few moments to activate such abilities immediately after making a pact with a vestige. Most effects that are not constant can be used only once every 5 rounds (see the ability description for details).
- If a supernatural ability granted by a vestige mimics the effect of a spell or shadow magic mystery, the caster level of that ability is always equal to a binder's effective binder level.
- The use of a vestige-granted power does not require a Concentration check unless its description specifies otherwise. Failure on a required Concentration check ends that use of the ability. (The DC for Concentration checks depends on the distraction; see the Concentration skill description, *PH* 70).
- Supernatural abilities do not have somatic or verbal components, but certain requirements might apply to the use of individual granted abilities. For instance, a binder using a breath weapon must be able to open his mouth and breathe. Similarly, a character must have a free hand to make a melee touch attack. (In a grapple, the character makes a touch attack as though armed with a light weapon.)
- Supernatural abilities are neither arcane nor divine. Thus, no spell failure chance applies to the use of vestige-granted abilities by an armored binder, even when those abilities mimic spells.
- A binder shows no outward sign when using a granted ability, unless the ability description specifies that he must concentrate, or the use of the ability would be obvious based on its description (such as a ray projecting from the binder's eyes).
- When subjected to a supernatural ability that requires a saving throw but has no obvious effect, the target feels a hostile force or tingle but does not necessarily know the source or nature of the attack.
- Effects created by the binder's supernatural abilities end when the vestige leaves the binder, or if the binder dies while bound.
- The Difficulty Class for a saving throw against a vestige-granted power is 10 + 1/2 effective binder level + binder's Cha modifier.
- Abilities that duplicate the benefit of a feat do so even if the recipient does not qualify for the feat.

ACERERAK, THE DEVOURER

Acererak, a half-human lich, grasped at godlike power only to lose his grip on reality. As a vestige, he grants abilities that are similar to a lich's powers.

Legend: Only bards and a few scholars remember Acererak's name, but many know the legend of his supposed final resting place, the Tomb of Horrors. As rumors of the wealth and magic hidden in this fabled location spread, the tomb became a burial ground for more and more explorers and tomb robbers. In truth, however, the Tomb of Horrors was not Acererak's sepulcher at all. It was merely part of his plan to gain eternal unlife and command of all undead.

Acererak left behind a diary, and the information it contains combined with the actions of a stalwart few have at last brought the full tale of Acererak to light. In his diary, Acererak wrote that he was born of a union between a human woman and a demon. Despite his hideous deformities, his mother kept him and cared for him until, when he was ten years of age, some superstitious villagers burned down their house. Acererak survived the conflagration because of his demonic heritage, but his mother did not. In his diary Acererak recalls that incident as the event that propelled him on the path toward necromancy and revenge against humanity.

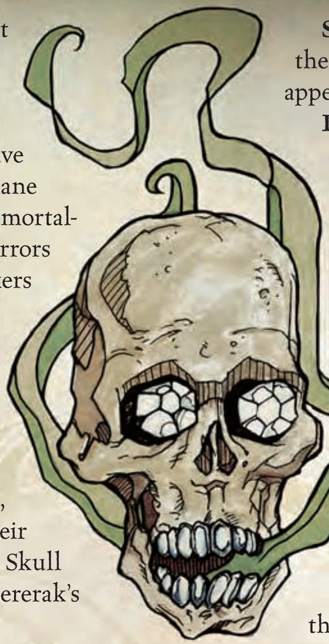
Acererak became a powerful wizard. As he grew older and saw the specter of death looming, he sought out and completed the ritual for becoming a lich. After he assumed his undead form, his power continued to grow for centuries more. The diary relates, however, that Acererak eventually felt the forces animating his undead body begin to wane. Knowing that final oblivion was near, he decided to build himself a secret tomb. "Only those of keenest luck and greatest skill will win through to me," the diary read. "There, they shall receive a magnificent reward for their persistence."

The diary, the Tomb of Horrors, and the supposed reward were all parts of an elaborate ruse designed to bring powerful adventurers into the portion of the tomb that Acererak—by then a powerful demilich—called his Fortress of Conclusion.

Illus. by S. Rolker

All tablet illus. by E. Cox & C. Malidore

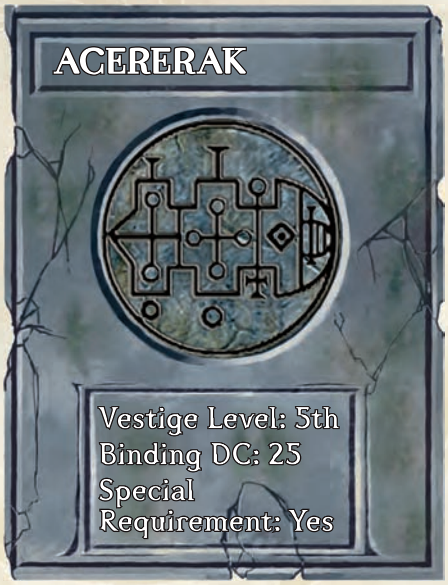
In truth, Acererak had devised a ritual that he hoped would merge his consciousness with the Negative Energy Plane through the sacrifice of potent spirits. Had he actually accomplished this goal, he could have assumed control of any undead on any plane and gained godlike powers as well as immortality. But the infamy of the Tomb of Horrors drew more than wealth-hungry thrill-seekers intent on gaining the reward promised in Acererak's diary. Supplicants also came. Necromancers questing for knowledge, seekers of eternal life, and lost souls in search of purpose traveled to the tomb to learn what they could of the dark arts. In time, the supplicants became worshipers, and they stayed to dwell near the object of their devotion. Eventually, a settlement called Skull City sprang up around the entrance to Acererak's Tomb of Horrors.



Manifestation of Acererak

Some of the heroes Acererak lured to his tomb proved even more powerful and ingenious than he had anticipated. After fighting their way through Skull City and the Tomb of Horrors, they made their way to the demilich's Fortress of Conclusion. At the last possible moment, they surmised Acererak's plan and destroyed the artifact that was crucial to his apotheosis. They struck down Acererak and shattered his phylactery.

Normally, such an action would have sent Acererak's spirit to Abyss, but the worship of the Skull City residents lent him a semblance of divinity; his desire to merge with the Negative Energy Plane proved stronger than the pull of the Abyss. Unfortunately for Acererak, souls do not travel to the Negative Energy Plane upon death. Since his spirit had no clear destination, it went nowhere, becoming a vestige divorced from all planes.



ACERERAK

Vestige Level: 5th
Binding DC: 25
Special Requirement: Yes

Special Requirement: You must place a gem about the size of a human tooth or eye in the center of Acererak's seal. This gem is not used up in the summoning process, nor does it move from where you placed it, despite the manner in which Acererak manifests (see Manifestation, below).

Manifestation: The gem you placed within the seal appears to float up into the air to the height of your head. Dust swirls in from the surrounding air and up from the ground to coalesce about the gem, forming a yellowed human skull with the jewel as a tooth or an eye. A moment later, other gems wink into being, so that each eye socket and the space of every tooth is occupied by a shining diamond, ruby, emerald, or sapphire. The jewels glow briefly with an inner light, and then Acererak speaks, his dry voice filled with contempt.

Sign: A gem replaces one of your teeth. If removed, the gem reverts to a normal tooth, and a new gem appears in its place.

Influence: As a vestige, Acererak possesses the immortality he desired but none of the power that should accompany it. If you fall under his influence, you evince a strong hunger for influence and primacy. If you are presented with an opportunity to fill a void in power over a group of creatures, Acererak requires that you attempt to seize that power. You might impersonate a missing city official, take command of a leaderless unit of soldiers, or even grab the reins of runaway horses to establish your supremacy.

Granted Abilities: While bound to Acererak, you gain powers that the great lich held in his legendary unlife.

Detect Undead: You can use *detect undead* as the spell at will (caster level equals your effective binder level).

Hide from Undead: At will as a standard action, you can become undetectable to undead. This ability functions like the *hide from undead* spell, except that the DC for intelligent undead to ignore the effect and notice you is 10 + 1/2 your effective binder level + your Cha modifier.

Lich's Energy Immunities: You gain immunity to cold and electricity damage.

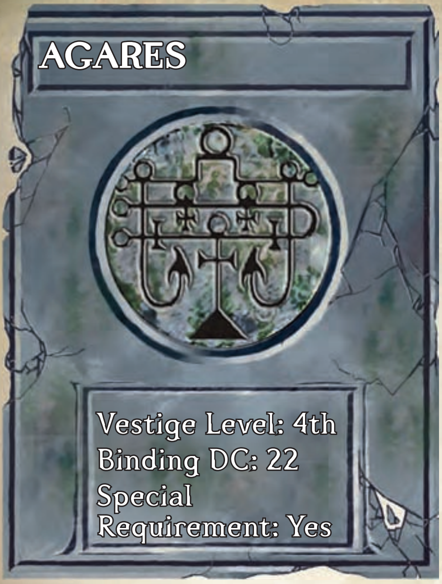
Paralyzing Touch: As a standard action, you can make a touch attack to paralyze a living foe. The touched creature must succeed on a Fortitude save or be paralyzed for a number of rounds equal to one-half your effective binder level. Each round on its turn, the paralyzed creature can attempt a new saving throw as a full-round action, with success ending the effect immediately. Once you have used this ability, you cannot do so again for 5 rounds.

Speak with Dead: You can question the dead at will as though using the *speak with dead* spell (caster level equals your effective binder level; save DC 10 + 1/2 your effective binder level + your Cha modifier).

Undead Healing: Negative energy (such as that of an *inflict* spell) heals you rather than damaging you. If you are a living creature, positive energy (such as a *cure* spell) still heals you as well.

AGARES, TRUTH BETRAYED

Agares died at the hands of his allies for a wrong he did not commit. As a vestige, not only does he give binders the ability



AGARES

Vestige Level: 4th
Binding DC: 22
Special Requirement: Yes

to weaken foes and knock them prone, but he also makes his summoner fearless and able to speak any tongue.

Legend: In life, Agares ruled over vast armies on the Elemental Plane of Earth. He was the most powerful general the plane had yet seen and second in authority only to his genie emperor, a dao of great influence. Even though Agares was unalterably loyal, he nevertheless gave his emperor reason to fear betrayal. Agares became obsessed with a djinni commander who had thwarted his conquests on several occasions. His desire to meet this favored foe on the field of battle blinded him to other tactical options and deafened him to rumors that his esteem for his enemy had deepened into love. When at last Agares entrapped the djinni's forces, he girded himself for personal combat and set out to answer a challenge to duel his adversary. The summons was a trap laid by Agares's lieutenants, however; his allies slew him within sight of his greatest enemy.

Special Requirement: You must draw Agares's seal upon either the earth or an expanse of unworked stone.

Manifestation: The ground trembles briefly as the head of a great brown crocodile bursts from beneath Agares's seal. The crocodile's maw opens upward, unleashing a hooded black hawk that spreads its wings, forcing the jaws farther apart with the mere brush of its feathers. Two large, catlike eyes gleam on the hawk's breast. When Agares speaks, the hawk's beak moves, but the sound comes from the crocodile's rumbling throat.

Sign: You gain a wracking cough that spews dust and small stones from your mouth. This coughing prevents you from casting any spells that have verbal components. While bound to Agares, you can resist the urge to cough for a number of rounds equal your Constitution score. Thereafter, you cough for a round and then can try to resist the urge again.

Influence: Agares's loyalty in life and his anger at the betrayal perpetrated by his lieutenants has become a hatred of falsehood. When influenced by Agares, you speak forthrightly and with confidence. You cannot use the Bluff skill, and when asked a direct question, you must answer truthfully and directly.

Granted Abilities: Agares gives you the power to exalt yourself and your allies, to make the earth tremble beneath your feet, to render foes weak, and to speak the truth to all peoples.

Earth and Air Mastery: You gain a +1 bonus on attack rolls and weapon damage rolls if both you and your foe are touching the ground. Any airborne foe takes a –1 penalty on attack rolls and weapon damage rolls against you.

Earthshaking Step: As a standard action, you can stomp on the ground, causing every creature within 10 feet of you that is either standing or climbing on a surface connected with the ground to make a Reflex save or fall prone. Once you have used this ability, you cannot do so again for 5 rounds. You and your summoned earth elemental (see below) are never knocked prone by the use of this ability.

Elemental Companion: You can summon an earth elemental to accompany you and fight for you. This creature obeys your commands to the best of its ability. If the elemental is more than 30 feet away from you at the end of your turn, it dissolves. If you lose your elemental to dissolution or destruction, you cannot summon it again for 1 hour.

The size of the earth elemental you can summon depends on your effective binder level, as given on the following table.

Effective Binder Level	Elemental Size
1st–10th	Small
11th–14th	Medium
15th–18th	Large
19th or higher	Huge

Fear Immunity: You have immunity to fear from both magical and mundane sources.

True Speech: You can speak, understand, read, and write all languages spoken by creatures within 30 feet of you. To use an unfamiliar language, you must hear it spoken and see the speaker. Once you have used it, you can continue to do so for as long as your pact with Agares lasts. When speaking or writing in a language with which you are not familiar, you cannot lie.

AMON, THE VOID BEFORE THE ALTAR

Although Amon once ruled as a deity of light and justice, his long existence as a vestige has twisted him into a monster consumed by wrath. He grants those who summon him his sight, his fiery breath, and his powerful charge.

Legend: Scholars claim that Amon is what remains of the personality of a god who died of neglect millennia ago. Once worshiped by thousands, Amon eventually lost his faithful to more responsive deities. His will was strong enough, though, to resist eternal sleep on the Astral Plane. Since his demise, his half-existence as a vestige seems to have dramatically changed his appearance and personality. Once a calm and wise protector, a god of light and law, Amon is now a foul-tempered and hateful spirit.

Special Requirement: Amon particularly despises four other vestiges: Chupoclops, Eurynome, Karsus, and Leraje. If you have hosted one of these spirits within the last 24 hours, Amon refuses to answer your call. Similarly, these spirits will not answer your call if you are already bound to Amon. The reason for Amon's displeasure with these vestiges is unclear, but the enmity is as old as anyone can remember. Binder scholars theorize that it might stem from the time when Amon was a god and the other four were normal mortal or immortal beings.

Manifestation: Amon manifests in a burst of black smoke, howling foul curses at his summoner. He possesses a black wolf's body with a ram's head and a serpent for a tail. His mouth is filled with sharp teeth, and fire escapes it when he speaks.

Sign: You grow a ram's curling horns.

Influence: Amon's influence makes you surly and irritable. In addition, since Amon despises living deities of fire, sun, and law, he forces you to resist even beneficial spells cast by those devoted to such powers. You must make a saving throw to resist such a spell if one is allowed; failure allows you to gain the benefit.

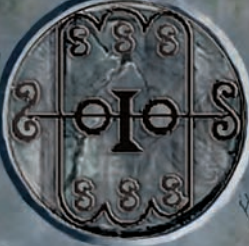
Granted Abilities: Amon grants you his sight and his breath, as well as the deadly use of his horns.

Darkvision: You gain darkvision out to 60 feet.

Fire Breath: You can vomit forth a line of fire as a standard action. The line extends 10 feet per effective binder level (maximum 50 feet) and deals 1d6 points of fire damage per binder level to every creature in its area. A successful Reflex save halves this damage. Once you have used this ability, you cannot do so again for 5 rounds.

Ram Attack: You can use the ram's horns that you gain from Amon's sign as a natural weapon that deals 1d6 points of damage (plus 1-1/2 times your Strength bonus). When you charge a foe with your ram attack, you deal an extra 1d8 points of damage on a successful hit. You cannot use this ability if you do not show Amon's sign.

AMON



Vestige Level: 1st
Binding DC: 20
Special Requirement: Yes

ANDRAS, THE GRAY KNIGHT

A great warrior in life, Andras is an enigma as a vestige. He gives binders prowess in combat and skill in the saddle.

Legend: Andras was once an elf paladin famed for his prowess in battle and his implacable dedication to doing what was right and good for all. A series of misjudgments and misfortunes broke Andras's faith in both himself and his deity, however, and he became a blackguard. During his subsequent service to the dark gods, his infamy rapidly outgrew his fame, and his name was whispered in fear.

After nearly three hundred years of almost constant battle on behalf of both good and evil, Andras grew tired of both causes. In the midst of a duel in the key battle of a great war, he simply dropped his weapon and left, never to be seen alive again. Sages speculate that after his betrayal of both causes, he was no longer welcome in any god's realm, and thus his soul was condemned to become a vestige.

Manifestation: Andras rides up out of nothingness on the back of a great black wolf. The vestige's head is that of an owl covered in gray feathers, and his gray-skinned body resembles that of a lanky but muscular male elf. Wearing only a loincloth, Andras slouches in his saddle, holding the reins of his mount in one hand and a greatsword, which he lazily rests on his shoulder, in the other. At first glance, Andras looks as though he might be asleep, but a closer inspection reveals a pair of huge golden eyes that glower from his bowed head. Andras speaks in deep tones laden with menace.

Sign: You sprout two useless, gray-feathered wings from your back. The wings are small enough to be hidden beneath a shirt or cloak, but doing so makes you appear hunchbacked.

Influence: Andras's influence causes you to become listless and emotionally remote. Because Andras wearies of combat quickly, you must drop any items in hand and withdraw from melee after only 10 rounds of battle. You may not take any offensive action for 1d4 rounds thereafter.

Granted Abilities: Andras lends you some of the skills he had in life, making you a strong combatant with or without a mount.

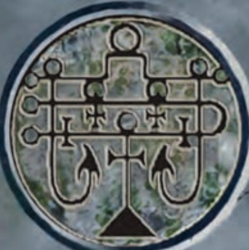
Weapon Proficiency: You are proficient with the greatsword, lance, longsword, and rapier.

Mount: As a full-round action, you can summon a heavy warhorse, complete with saddle and heavy lance. This creature serves you as a trained mount for up to 1 hour per effective binder level, or until it is killed, you dismiss it, or your pact with Andras ends. You can use this ability once per day.

Saddle Sure: You gain a +8 bonus on Ride checks.

Smite Good or Evil: You can attempt to smite an evil or good creature with a single melee attack. You add your Charisma bonus (if any) to the attack roll and deal 1 extra point of damage per effective binder level. If you accidentally smite a creature that is neither good nor evil, the attempt has no effect. Once you have used this ability, you

ANDRAS



Vestige Level: 4th
Binding DC: 22
Special Requirement: No

cannot do so again for 5 rounds. Smite evil and smite good attempts per day obtained from multiple sources stack.

Sow Discord: Andras grants you the ability to sow discord among your enemies. As a standard action, you can force an enemy to attack a randomly determined ally within reach on his next action, and he must do so as his first attack. The target must be within 5 feet per two binder levels you possess, and a successful Will save negates the effect. The affected foe must strike for lethal damage with a primary attack and use whatever melee weapon is in hand (or an unarmed strike or natural attack if no weapon is at the ready). If no ally is within the foe's reach, this ability has no effect. Sow discord is a mind-affecting compulsion ability. Once you have used this ability, you cannot do so again for 5 rounds.

Sure Blows: You gain the benefit of the Improved Critical feat with any weapon you wield. If you already have the Improved Critical feat with a weapon, you gain a +4 bonus on the roll to confirm a threat made with that weapon. This bonus stacks with that provided by the Power Critical feat (see *Complete Divine,* page 103).

ANDROMALIUS, THE REPENTANT ROGUE

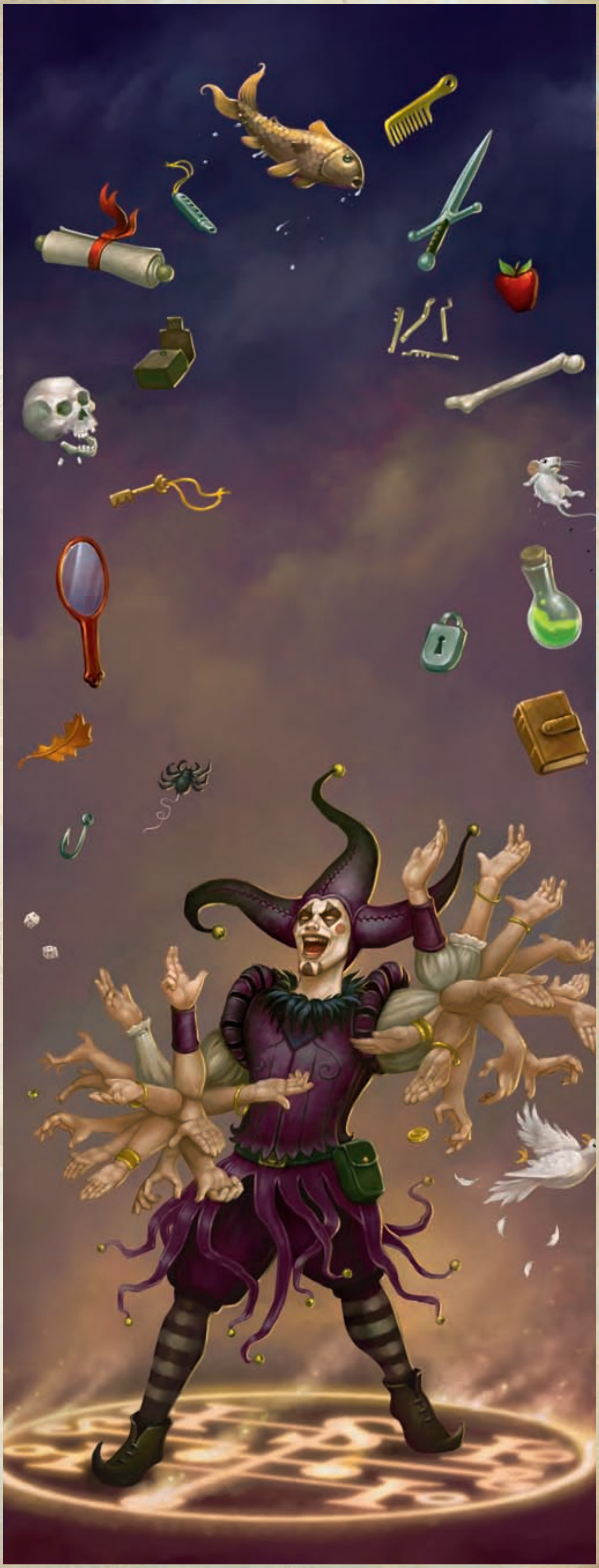
Once the favorite of the god Olidammara, Andromalius now exists as a vestige. His granted abilities help his summoners beat rogues and ne'er-do-wells at their own game.

Legend: Once the herald of Olidammara, Andromalius foreswore theft and mischief on his deathbed, repenting all the actions he had taken on behalf of his god during his life. By this means, he hoped to steal his soul from his deity, thus accomplishing his greatest theft and prank in history, and proving himself the most worthy of his god's favor.

At first angered by Andromalius's betrayal, Olidammara quickly realized the irony of the moment and burst into laughter. Yet the god's good humor was short-lived, because he realized that to accept Andromalius's soul would be to prevent the theft and ruin the joke. Since Olidammara was loath to let such a clever servant to go to the realm of some other god, he repaid his servant's honor a hundredfold—he stole Andromalius's soul from the cosmos, making it a vestige. Whether Andromalius deemed this result an honor or not remains unclear.

Special Requirement: You must obtain two different nonmagical items similar to those that Andromalius holds in his hands when he manifests and place them within the confines of his seal when you summon him. These items vanish as soon as Andromalius appears.

Manifestation: Andromalius appears as a middle-aged but lithe human male in the garb of a jester. Each of his arms splits at the elbow into a dozen forearms, and he holds a small object in each of his twenty-four hands. Though his costume and overall appearance change from one manifestation to another, the specific collection of objects never does—a fact that has sparked a long-standing debate among binder scholars. The items are: a belt purse, a silver key, a gold ring, a pair of dice, a copper coin, a dagger, an apple, an arm bone, a



Manifestation of Andromalius

Illus. by H. Lyon

scroll, a comb, a whistle, a fish hook, a mirror, an egg, a potion, a dead spider, an oak leaf, a human skull, a lock, a closed black book, a bell, a dove, a set of lock picks, and a mouse. When Andromalius returns whence he came, he juggles these illusory items and then tosses one to his summoner. Some scholars claim that the item thrown indicates a future event, but that the specific meaning depends on which other objects are held in the hands of that same arm.

Sign: You gain an extra digit on each limb. This appendage prevents you from wearing normal gloves or gauntlets, but magic gloves and gauntlets reshape to fit you.

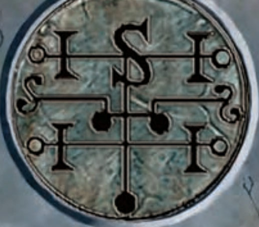
Influence: When influenced by Andromalius, you become a devious mischief-maker who delights in causing small calamities—especially misunderstandings between friends and incidents of mistaken identity. However, Andromalius cannot now abide acts of theft, so he forbids you to steal from a creature, take an item from a dead body, or remove someone else's possession from a location without permission so long as you are under the jurisdiction of an authority whose laws expressly forbid such activities. By the same logic, you cannot take possession of any object that you know to be stolen.

Granted Abilities: The abilities that Andromalius grants help you catch thieves and return stolen goods, discover wickedness and underhanded dealings, and punish wrongdoers.

Jester's Mirth: As a standard action, you can cause an opponent to break into uncontrollable laughter. This ability functions like a *Tasha's hideous laughter* spell (caster level equals your effective binder level), except that an affected creature can make an additional saving throw at the end of each of its turns to end the effect. Once you have used this ability, you cannot do so again for 5 rounds.

Locate Item: At will, you can sense the direction of any well-known or clearly visualized object that lies within 100 feet per effective binder level of your location. If you wish to find a specific object, this ability works only if you have seen the object firsthand and can accurately visualize its peculiarities. Otherwise, the direction of the nearest object of the same type is revealed. You can sense the direction of only one item each round. This ability does not reveal the direction to a disguised object such as a secret door unless you can clearly visualize its disguised form, nor does it tell you the distance to the object.

ANDROMALIUS



Vestige Level: 3rd
Binding DC: 20
Special Requirement: Yes

See the Unseen: At will, you can use *see invisibility* as the spell (caster level equals your effective binder level).

Sense Trickery: You gain a +4 bonus on Sense Motive checks, on Appraise checks, and on Spot checks made to oppose Disguise checks. In addition, you automatically notice when a creature uses Sleight of Hand to take something from you. This ability is always active while you are bound to Andromalius.

Sneak Attack: You deal an extra 2d6 points of damage when flanking an opponent or at any time when the target would be denied its Dexterity bonus. This extra damage applies to ranged attacks only if the opponent is within 30 feet. For every five effective binder levels you possess beyond 5th, your sneak attack damage increases by an additional 1d6 points. For example, a 15th-level binder deals an extra 4d6 points of damage with his sneak attack. See the rogue class feature on page 50 of the *Player's Handbook*. If you get a sneak attack bonus from another source, the bonuses to damage stack.

AYM, QUEEN AVARICE

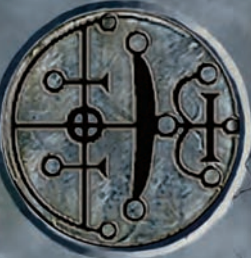
Once a monarch of dwarves, Aym allowed her greed to bring an end to her empire. As a vestige, she gives her host the ability to wear armor without impedance, to set objects and creatures alight with a touch, to resist the effects of fire, and to shatter objects with heavy blows.

Legend: Dwarven legends depict Aym as the greediest dwarf queen who ever lived. Modern-day dwarves still spit at the mention of her name. Not long after Moradin first forged the dwarves, Aym arose as a great leader among them. Greed brought her to power, and greed consumed her while she ruled. Dwarves mined furiously in response to Aym's constant demand for more gems and precious metals, and her people became virtual slaves to their work. As onerous as Aym's rule was, however, all this mining greatly expanded the dwarves' territory, and many dwarven clans grew quite wealthy.

Jealous of the dwarves' wealth and smarting from their conquests, a great horde of orcs, giants, and goblinoids banded into an army to assault Aym's kingdom. The dwarves fought bravely, but because their forces were stretched so thin across Aym's empire, they could not respond quickly enough to the horde's concentrated assault on their capital. Legend has it that when the fires of the burning city reached her, Aym stood among a hundred wagons laden with gold that her servants had loaded in preparation for her flight. But so engrossed was she in counting the coins to make certain she didn't lose a copper that she didn't notice the danger until the fires began to melt the coins in her grasp. Rather than repenting her greed at the point of her death, Aym cursed Moradin for not protecting her, and in return, Moradin cursed her.

Manifestation: Aym arises from a coiled heap within the seal. She has two great worms for legs and three heads—one a lion's, one a female dwarf's, and one a bull's. Her powerfully muscled torso strains beneath the finery of an empress, and her fingers glitter with more than a dozen jeweled rings. In one hand she holds a red-hot, star-shaped branding iron, and with the other, she holds shut the lion head's mouth. Aym

AYM



Vestige Level: 1st
Binding DC: 15
Special Requirement: No

speaks through her dwarf head, since both animal heads are incapable of speech. She prefers to keep the lion muzzled because if she doesn't, it roars and causes the bull's head to low in terror, making it impossible for her to hear.

Sign: While you host Aym, you bear a star-shaped brand on the palm of your left hand or on your forehead, as you choose at the time you make the pact.

Influence: Under Aym's influence, you become stingy and greedy, begrudging every coin or item of value that you or your group must give to another. At the same time, she requires that you give a coin (copper, silver, gold, or platinum, as you choose) to every dwarf you meet within 10 rounds of learning his name.

Granted Abilities: Aym grants you powers that reflect her dwarven heritage and the ruin she brought to her kingdom.

Dwarven Step: You can move at normal speed (without the usual reduction) while wearing medium or heavy armor.

Halo of Fire: At will, you can shroud yourself in a wreath of flame. Any opponent that strikes you in melee takes 1d6 points of fire damage, unless it is using a weapon with exceptional reach. You can also deal 1d6 points of fire damage with each melee touch attack you make. Your own flame does not harm you, nor does it harm objects unless you will it to do so.

Improved Sunder: You gain the benefit of the Improved Sunder feat.

Medium Armor Proficiency: You are proficient with medium armor.

Resistance to Fire: You have resistance to fire 10.

Ruinous Attack: Your melee attacks deal double damage to objects. If your effective binder level is at least 10th, your melee attacks are treated as adamantine for the purpose of overcoming damage reduction.

BALAM, THE BITTER ANGEL

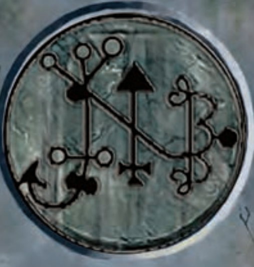
Once a being of extreme goodness, Balam became a wrathful vestige after taking on an impossible task that ended in failure. She grants her summoners the ability to foresee future difficulties and the intellect to interpret what they see, as well as skill with light arms and a stare that chills flesh.

Legend: Binder scholars claim that Balam is all that remains of the soul of a powerful solar. Exactly how she came to exist in her current state remains a mystery, but sources of planar lore state that several good gods tasked her with eliminating the practice of sacrificing sentient beings in the worship of deities. Since such sacrifices are part and parcel of evil rituals, the task amounted to wiping out the worship of evil gods altogether—a task well beyond what even the good deities could manage. Needless to say, Balam failed in her assignment, and some believe that her foes actually sacrificed her in praise of a dark god.

Special Requirement: Balam requires a sacrifice of her summoner. In the process of calling her, you must deal 1 point of slashing damage to yourself or another sentient creature (one with Int 3 or higher) and place a drop of blood from the wound within Balam's completed seal.

Manifestation: Balam is a horror to behold. Her body is that of a great purple serpent, and her head consists of the top halves of three horned humanoid heads arranged evenly around a shared gaping maw. This mouth is a tooth-studded chute that extends deep into her body, and her six horns point forward around it. Balam speaks in a grinding moan, exhaling hot, stinking breath with each word. The fangs in her chute-mouth move in waves with the shuddering of her throat, and the eyes of her three heads glow blue when she becomes excited or angry.

BALAM



Vestige Level: 5th
Binding DC: 25
Special Requirement: Yes

Sign: Your voice gains a peculiar quality, becoming both hollow and guttural.

Influence: Balam's influence causes you to distrust clerics, paladins, and other devotees of deities. Whenever you enter a temple or some other holy or unholy site, Balam requires that you spit on the floor and utter an invective about the place.

Granted Abilities: Balam grants you the power to predict future events. She also teaches cunning and finesse, and gives you the ability to freeze foes with a glance.

Balam's Cunning: You can reroll one attack, saving throw, or skill check you have just made. You must accept the result of the reroll, even if it is worse than the original. Once you have used this ability, you cannot do so again for 5 rounds.

Icy Glare: You gain a gaze attack that deals 2d6 points of cold damage to the target. A successful Will save negates this damage.

Prescience: You get a glimpse of the future a moment before it happens. This knowledge manifests as an insight bonus equal to +1 per four effective binder levels on initiative checks, Reflex saves, and AC.

Weapon Finesse: You gain the benefit of the Weapon Finesse feat.

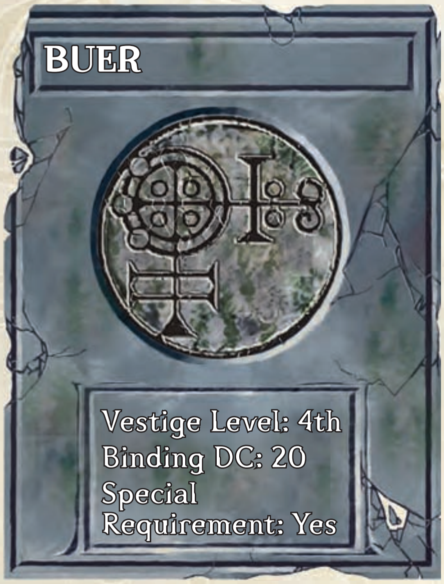
BUER, GRANDMOTHER HUNTRESS

Buer grants binders superior healing as well as powers against poisons and diseases.

Legend: Buer tells many different stories about how she came to be a vestige, so her true origins remain obscure. In various popular versions of the tales, she is a beautiful elf maiden who fell to evil satyrs, a virtuous human ranger killed by a chimera, or a green hag slain by a lammasu. It's likely that Buer herself cannot remember who she was in life or what brought her to her current state, and the stories she tells are cobbled together from the shreds of her memory that remain. Regardless of what her true form once was, most binders believe that she possessed great skill as a hunter and healer in life.

Special Requirement: Buer requires that her seal be drawn outdoors.

Manifestation: Buer's form is that of a five-branched star, or wheel, composed of satyr legs. She has two faces, one positioned on each side of her wheel-shaped body at the center point where the five legs meet. One face is that of a green hag, and the other is a raging, leonine visage with an unruly mane and beard. Buer constantly moves within her seal, rolling from foot to foot as she traverses its circumference. She always keeps her raging face outward, but she speaks from her green hag face in a friendly manner with a gentle voice. When her body rolls in such a way that her hag face cannot see her summoner, Buer grows frustrated and begins yelling curses at her body.



BUER

Vestige Level: 4th
Binding DC: 20
Special Requirement: Yes

Sign: Your feet turn into satyr's hooves, giving you a curious tip-toeing gait. These hooves prevent you from wearing normal boots or shoes, but magic footwear reshapes to fit you.

Influence: Under Buer's influence, you are plagued by momentary memory lapses. For an instant, you might forget even a piece of information as familiar as the name of a friend or family member. Furthermore, since Buer abhors the needless death of living creatures other than animals and vermin, the first melee attack you make against such a foe must be for nonlethal damage. In addition, Buer requires that you not make any coup de grace attacks.

Granted Abilities: Buer grants you healing powers, the ability to ignore toxins and ailments, and skills that help you navigate the natural world.

Buer's Knowledge: You gain a +4 bonus on Heal, Knowledge (nature), and Survival checks, and you can make Knowledge (nature) checks as if you were trained, even if you have no ranks in that skill.

Buer's Purity: You have immunity to disease and poison, and making a pact with Buer removes any existing disease and neutralizes any poison that afflicts you.

Delay Diseases and Poisons: Each ally within 30 feet of you gains temporary immunity to poison and disease. Allies within the area make saving throws against disease and poison effects normally, but they do not incur the effects of failure as long as they stay within 30 feet of you. An ally that leaves the area immediately suffers all the effects for any missed saves.

Fast Healing: You gain the fast healing 1, and the rate of healing increases with your effective binder level. You gain fast healing 2 at 10th level, fast healing 3 at 13th level, fast healing 4 at 16th level, and fast healing 5 at 19th level.

Healing Gift: As a standard action, you can cure 1 point of damage to yourself or another creature. As a full-round action, you can cure 1d8 points of damage +1 point per effective binder level (maximum 1d8+10 points). Either version requires that you touch the creature to be cured. If you use the full-round cure ability, you cannot use your healing gift again for 5 rounds. The other version is usable at will. Both uses of the ability channel positive energy and deal a corresponding amount of damage to undead.

Track: You can track foes as though you possessed the Track feat.

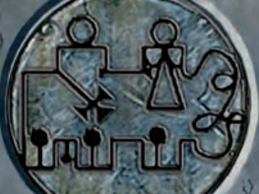
CHUPOCLOPS, HARBINGER OF FOREVER

A great monster believed to be a harbinger of the apocalypse, Chupoclops became a vestige when slain by mortals. Chupoclops grants its summoner a poisoned bite and unnatural senses, plus the ability to pounce on foes, to exist ethereally, and to make enemies despair.

Legend: Chupoclops once stood tall in the company of Fenris, Dendar the Night Serpent, and other supposed harbingers of the end of existence. A titanic spiderlike creature, Chupoclops stalked the Ethereal Plane, devouring ghosts and giving birth to mortals' nightmares. Legend has it that the gods trapped the monstrous Chupoclops in the realm of ghosts to prevent it from devouring hope, but it was destined to escape and sate its hunger during the end times.

Because Chupoclops was a terror to both the living and the undead, several powerful individuals eventually joined forces to fight it. Three were great heroes, and four were powerful villains. Four of these seven—one of the heroes and three of

CHUPOCLOPS



Vestige Level: 6th
Binding DC: 25
Special Requirement: Yes

the villains—were ghosts; the rest were living. This group set out to murder Chupoclops and thus accomplish what deities could not. The furious battle lasted for seven days, and each day ended with the death of one member of the group that had come to kill the great monster. On the last day, the last hero struck down Chupoclops with her dying blow.

Chupoclops, never a creature defined by the normal rules of the universe, became a vestige after its death. Binder scholars claim that adventurers still encounter its enormous corpse in the misty Ethereal Plane. Now that the monster can no longer destroy hope, some say it will exist forever, and thus, so will the world.

Special Requirement: You must draw Chupoclops's seal with a handful of soil from a grave or tomb. Alternatively, you can place the dead body of a sentient creature (one with Int 3 or higher) over its seal before the summoning begins. In addition, Chupoclops hates Amon for some unknown reason and will not answer your call if you are already bound to him.

Manifestation: Chupoclops appears over its seal in the form of a Colossal phase spider. However, only the part of its body directly over its seal is visible at any given time. In most cases, Chupoclops first appears as a massive spider leg striking out of nowhere into the center of the seal. Then it shifts its body, slowly bringing its face into view and down to the level of its summoner. Glaring over its oddly tusked arachnid visage from eight all-too-human eyes, Chupoclops rumbles an ominous growl to begin the process of pact making.

Sign: Your lower jaw increases in size, and two long, sharply pointed tusks grow upward from it.

Influence: While under the influence of Chupoclops, you can't help but be pessimistic. At best, you are quietly resigned to your own failure, and at worst, you spread your doubts to others, trying to convince them of the hopelessness of their goals. In addition, Chupoclops requires that you voluntarily fail all saving throws against fear effects or any effect that imposes a morale penalty.

Granted Abilities: Chupoclops gives you the power to linger on the Ethereal Plane, sense the living and undead, demoralize foes, and poison enemies.

Aura of Despair: Every creature within 10 feet of you takes a –2 penalty on attack rolls, checks, saves, and weapon damage rolls. You can suppress or activate this ability as a standard action. Aura of despair is a mind-affecting fear ability.

Ethereal Watcher: At will as a move action, you can become ethereal (as if using the *ethereal jaunt* spell; caster level equals your effective binder level). You can remain on the Ethereal Plane indefinitely if you take no actions, but you return to the Material Plane immediately after taking a move action, a standard action, or a full-round action. Once you have returned to the Material Plane, you cannot use this ability again for 5 rounds.

Ghost Touch: Your melee attacks can strike incorporeal creatures, and their normal 50% chance to avoid damage does not apply to your melee attacks.

Poison Bite: You gain a natural bite attack that deals damage according to your size, as given on the table below.

Size	Bite Damage
Diminutive or Fine	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

You add your Strength modifier to your damage roll. You cannot use this ability if you do not show Chupoclops's sign.

Pounce: If you charge a foe, you can make a full attack, including a bite attack, at the end of the charge.

Soulsense: You notice and locate living creatures within 10 feet as if you possessed the blindsense ability. You also sense the strength and type of their life forces automatically, as if you had cast *deathwatch*. This ability is continuously active while you are bound to Chupoclops.

DAHLVER-NAR, THE TORTURED ONE

Once a human binder, Dahlver-Nar now grants powers just as other vestiges do. He gives his summoners tough skin, a frightening moan, protections against madness, and the ability to share injuries with allies.

Legend: Bards tell two stories of Dahlver-Nar, both linked to the magic items that carry his name—the *teeth of Dahlver-Nar*. Some say that because Dahlver-Nar was antiquity's most powerful cleric, his followers treated his teeth as holy relics after his death and they somehow gained magical powers through this veneration. Others insist that Dahlver-Nar was a cleric of little consequence who discovered some magic dragon teeth in the ruins of a red dragon's lair. In this version of the story, the teeth were named after Dahlver-Nar because he became a terror in the region where he acquired them.

Binder scholars know a different story—that Dahlver-Nar was a powerful cleric who forsook his deity to pursue the power of pact magic. The fabled *teeth of Dahlver-Nar*, to which all the legends attribute miraculous powers, were neither his own nor those of the dragon he battled. They were the teeth of beings that became vestiges after death, and they

Illus. by W. England

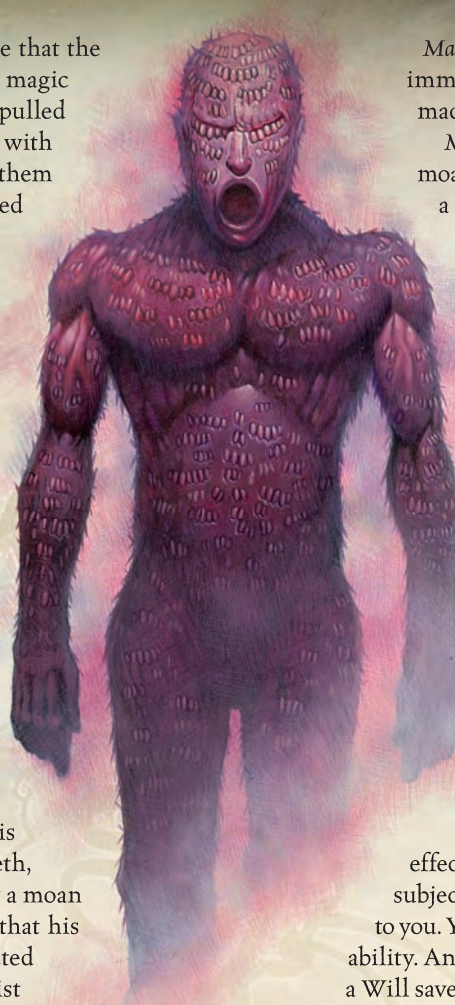
could grant abilities similar to those that the vestiges themselves imparted. Pact magic treatises relate that Dahlver-Nar pulled out his own teeth and replaced them with those of the vestiges, but that using them all drove him mad. What happened thereafter is a matter of debate, but the texts maintain that Dahlver-Nar eventually died, and the teeth were lost, divided up among the squabbling followers he had managed to gain and then spread across the world. Today, Dahlver-Nar exists as a vestige in his own right—perhaps brought to that state through his close association with so many others.

Manifestation: Dahlver-Nar's frightful apparition floats in the air above his seal, with arms and legs hanging limply. Teeth and fangs of all kinds stud his entire body, replacing even his eyes. What skin is visible between the teeth appears to be the moist, pink flesh of gums. Dahlver-Nar's mouth is a bloody ruin that clearly lacks teeth, and when he opens it to speak, only a moan issues forth. Some binders believe that his vestige form is a punishment inflicted by the other vestiges, but others insist that he appears as he does because of his everlasting obsession with the teeth that bear his name.

Sign: Several teeth grow from your scalp. Though they are small enough to be hidden by a large quantity of hair or a hat, a touch reveals them immediately.

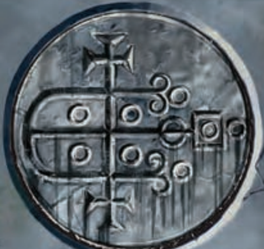
Influence: You shift quickly from distraction to extreme focus and back again. Sometimes you stare blankly off into space, and at other times you gaze intently at the person or task at hand. Since Dahlver-Nar dislikes any task that requires more than 1 round of concentration (such as some spellcasting, concentration on an effect, or any action that requires a Concentration check), he requires that you undertake no such activities while under his influence.

Granted Abilities: Dahlver-Nar armors you and blends his madness with your sanity, lending you some of his selfish powers.



Manifestation of Dahlver-Nar

DAHLVER-NAR



Vestige Level: 2nd
Binding DC: 17
Special Requirement: Yes

Mad Soul: Binding to Dahlver-Nar grants you immunity to Wisdom damage, Wisdom drain, madness, insanity, and confusion effects.

Maddening Moan: You can emit a frightful moan as a standard action. Every creature within a 30-foot spread must succeed on a Will save or be dazed for 1 round. Once you have used this ability, you cannot do so again for 5 rounds. Maddening moan is a mind-affecting sonic ability.

Natural Armor: You gain an enhancement bonus to your natural armor equal to one-half your Constitution bonus (if any).

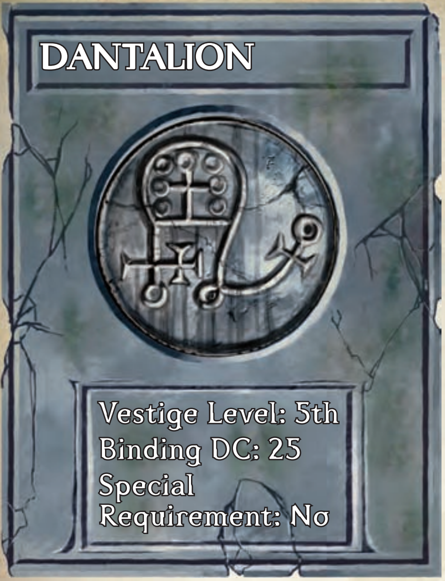
Shield Self: At will as a standard action, you can designate one creature within 10 feet per effective binder level to share the damage you take. As long as the subject creature remains within range, you take only half damage from all effects that deal hit point damage, and it takes the rest. The effect ends immediately if you designate another creature or if either you or the subject dies. Any damage dealt to you after the effect ends is no longer split between you and the subject, but damage already split is not reassigned to you. You can affect one creature at a time with this ability. An unwilling target of this ability can attempt a Will save to negate the effect.

DANTALION, THE STAR EMPEROR

Dantalion, called the Star Emperor for his legend and appearance, is a composite of many souls. He grants binders the ability to teleport short distances, read thoughts, and stop foes.

Legend: Binders know little of how Dantalion came to be. The most common legend of his origin presents him not as one spirit, but as a conglomeration of the souls of a royal line whose members were cursed not to join their deities in the afterlife. This ancient imperial line is not now connected to any living leaders. Supposedly, however, descendants of this family still live, ignorant of both their heritage and their curse. Some binders profess to be scions of Dantalion—the true heirs of the royal line—but these claims are likely just the fancies of romantic minds.

Manifestation: Dantalion appears in a flash of red light as a 10-foot-tall humanoid, resplendent in crimson and gold



DANTALION

Vestige Level: 5th
Binding DC: 25
Special Requirement: No

robes. His head is a massive conglomeration of dozens of human faces—male and female, young and old. A gold crown as big around as a barrel rests on the brow of his enormous cranium. Dantalion carries a great tome under one arm and speaks with the voices of his many faces, always in cryptic passages that he reads from his book. Sometimes just one face reads from his tome, but the speaking face changes often and usually in mid-sentence. Those who glance at the book's pages see a dark sky filled with stars that change with each flip of a page.

Sign: One of Dantalion's faces appears on your torso, as though it were a vestigial conjoined twin. It seems lifeless most of the time, but when you activate an ability granted by Dantalion, it opens its eyes and mouth, revealing a starry void within.

Influence: Dantalion's influence causes you to be aloof and use stately gestures. Dantalion can't help but be curious about the leaders of the day, so anytime you are within 100 feet of someone who clearly is (or professes to be) a leader of others, Dantalion requires that you try to read that person's thoughts. Once you have made the attempt, regardless of success or failure, you need not try to read that person's thoughts again.

Granted Abilities: Pact magic grimoires attest to Dantalion's profound wisdom and his extensive knowledge about all subjects. Because he knows all thoughts, he can grant you a portion of that power, as well as the ability to travel just by thinking. You also gain a portion of his commanding presence, which many binders ascribe to his royal origins.

Awe of Dantalion: When you invoke this ability (a move action), any creature that sees you is unable to attack you or target you with a hostile spell for 1 round. If you attempt any hostile action, such as making an attack roll or casting an offensive spell against the affected creature or its allies, the effect ends. Once you have used this ability, you cannot do so again for 5 rounds.

READING THOUGHTS

Reading a creature's surface thoughts reveals not only the immediate thought in its mind, but also some general information that it might know. If the target fails its saving throw, the mind reader should learn a brief description of its emotional state in broad terms, such as "bored and hungry," "nervous and alert," "angry and plotting," "skeptical and cautious," and so on. The mind reader can also determine the target's awareness of other allies and enemies in the vicinity.

Dantalion Knows: While bound to Dantalion, you have a +8 bonus on Knowledge checks. This ability does not allow you to make Knowledge checks untrained.

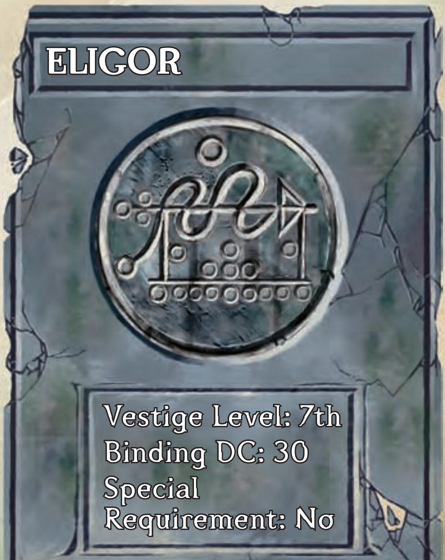
Read Thoughts: At will as a full-round action, you can attempt to read the surface thoughts of any creature you can see, as long as it is within 5 feet per effective binder level you possess. If the target makes a successful Will save, you cannot read its thoughts for 1 minute.

Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up. If you attempt to read the thoughts of a creature with an Intelligence score 10 points higher than your own, you automatically fail and are stunned for 1 round. You can read a creature's thoughts for as long as you concentrate.

Thought Travel: As a standard action, you can instantly transport yourself and any objects you carry (up to a heavy load) to any location you can see that is within 5 feet per effective binder level you possess. The desired location cannot be within an object or beyond a barrier unless you have some means of seeing the exact space you desire to occupy. If you cannot occupy the designated space because it contains a solid body inside which you cannot exist (for example, if an invisible creature is in the square, or some magic in that location prevents dimensional travel, or the like), the attempt to travel fails and you are stunned for 1 round. Otherwise, you always arrive at the exact location desired. You cannot use this ability while blinded. Thought travel is a teleportation effect and is usable a number of times per day equal to your effective binder level. Once you have used this ability, you cannot do so again for 5 rounds.

ELIGOR, DRAGON'S SLAYER

A champion both against and for evil dragons, Eligor grants martial prowess both in and out of the saddle, as well as supernatural strength.



ELIGOR

Vestige Level: 7th
Binding DC: 30
Special Requirement: No

Legend: Supposedly, Eligor was a great half-elf dragonslayer before he was condemned to a vestige's existence by the actions of Tiamat. Believers of this legend claim that after Eligor's death, Tiamat sent her

Illus. by F. Tsai

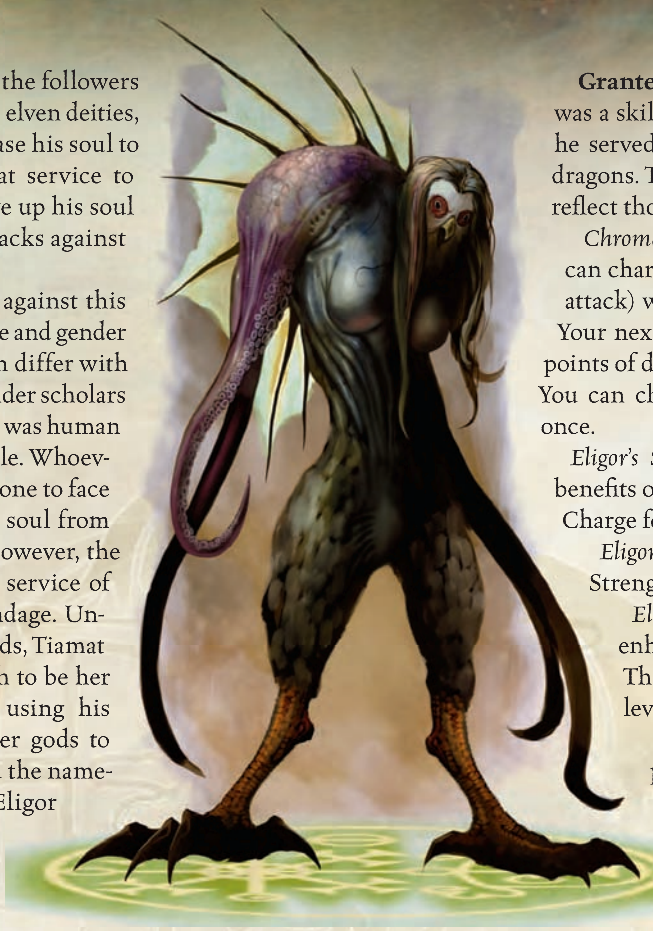
draconic minions against the followers of both the human and the elven deities, demanding that they release his soul to her. Despite Eligor's great service to both races, the deities gave up his soul to stave off the dragon attacks against their living followers.

Only one deity argued against this profound injustice. The race and gender of this lone voice of reason differ with the teller, and not even binder scholars agree on whether the deity was human or elf, or even male or female. Whoever it was, this god set off alone to face Tiamat and wrest Eligor's soul from her grasp. Upon arrival, however, the deity found Eligor in the service of Tiamat rather than in bondage. Unbeknownst to the other gods, Tiamat had raised him from death to be her champion and enforcer, using his abandonment by the other gods to win his loyalty. Eligor and the nameless deity fought, and Eligor lost his life yet again. This time, no deity laid claim to his soul, since doing so had already caused enough trouble.

Manifestation: Eligor clatters out of nothingness on a winged, half-horse/half-dragon monstrosity. Both rider and mount are heavily armored, and in fact Eligor's form is entirely obscured by ornate, shining plate armor and a grand helm. He carries a lance in one hand and holds a banner in the other. With each manifestation, Eligor's banner and mount change color, cycling through the five different colors of chromatic dragons. Although Eligor rides what might well be an evil creature, he always greets his summoner warmly and treats him with respect.

Sign: One of your hands becomes thickly scaled. The color of the scales matches the color of Eligor's mount at the time of his summoning.

Influence: You feel pity for all outcasts, particularly half-elves and half-orcs, and you make every effort to befriend any such beings you meet. Because Eligor desires revenge on the deities who abandoned him, he requires that you attack a human, elf, or dragon foe in preference to all others whenever you enter combat.



Manifestation of Eurynome

Granted Abilities: In his first life, Eligor was a skilled horseman, and in his second, he served the primary deity of chromatic dragons. Thus, the powers he grants tend to reflect those associations.

Chromatic Strike: As a free action, you can charge a melee attack (or melee touch attack) with acid, cold, electricity, or fire. Your next melee attack deals an extra 1d6 points of damage of the chosen energy type. You can charge a single melee attack only once.

Eligor's Skill in the Saddle: You gain the benefits of the Ride-By Attack and Spirited Charge feats.

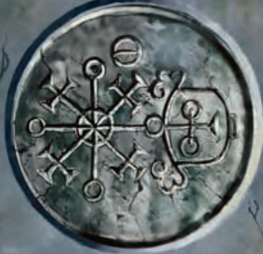
Eligor's Strength: You gain a +4 bonus to Strength.

Eligor's Resilience: You gain a +3 enhancement bonus to natural armor. This bonus improves to +4 at 16th level and to +5 at 20th level.

Heavy Armor Proficiency: You are proficient with heavy armor.

EURYNOME, MOTHER OF THE MATERIAL

EURYNOME



Vestige Level: 4th
Binding DC: 21
Special Requirement: Yes

Eurynome grants lordship over the water and the beasts of land, seas, and air. She also gives those with whom she binds some of the might of titans.

Legend: Stories say that before recorded time, the gods and titans battled on the Outer Planes. Tired of the struggle, the titan Eurynome fled to the roiling chaos that made up the Material Plane. She divided the world into sky and sea, and then she danced alone upon the waves. Incensed by her impertinence in meddling with a world as yet unformed, the gods struck Eurynome down. Angered by her abandonment of their fight, her fellow titans refused to come to her aid. Eurynome's body became the first island, her blood became the first river, and her soul became a vestige.

Special Requirement: Eurynome hates Amon for some unknown reason and will not answer your call if you are already bound to him.

Manifestation: If Eurynome's myth is true, she has fallen far since battling gods and shaping the deeps and the firmament. Eurynome manifests as a horrid conglomeration of humanoid, avian, and piscine forms. Her arms are octopus tentacles, her legs are those of a hawk, and her mouth is an owl's beak. Wings shaped like great fish fins extend from her back, and she has no eyes—only lampreylike mouths where her visual orbs should be.

Sign: Your skin becomes clammy, and you leave moist prints on any object your body touches, even if clothing blocks direct contact. These marks evaporate after about 1 minute.

Influence: Eurynome's influence makes you paranoid and ungrateful; you see secret motives and possible betrayals behind every action. Eurynome requires that you not attack a foe unless an ally has already done so. If no allies are present, she makes no such requirement.

Granted Abilities: Eurynome grants you the ability to befriend animals, walk on water, and wield a massive hammer. In addition, she turns your blood into poison and gives you resistance to weapon blows.

Animal Friend: All animals automatically have an initial attitude of friendly toward you.

Damage Reduction: You gain damage reduction 2/lawful.

Eurynome's Maul: As a swift action, you can summon a Large magic warhammer (2d6 damage, ×3 crit). You are proficient with this weapon and can wield it in one hand without penalty. Your warhammer's exact bonus and abilities depend on your effective binder level, according to the following table.

Effective Binder Level	Warhammer Summoned
10th or lower	*+1 warhammer*
11th–14th	*+1 anarchic warhammer*
15th–18th	*+1 anarchic adamantine warhammer*
19th or higher	*+3 anarchic adamantine warhammer*

The warhammer disappears (until you summon it again) if it leaves your grasp for more than 1 round.

Poison Blood: While you are bound to Eurynome, your blood becomes poisonous. Any creature that ingests it (by either making a bite attack against you or swallowing you whole) must immediately make a successful Fortitude save or take 1d6 points of damage. After 1 minute, the creature must make another Fortitude save at the same DC or take another 1d6 points of damage per three effective binder levels you possess (maximum 5d6). Each bite attack (or each round that you remain in the creature's gullet) poisons the creature anew, forcing a new round of saving throws. Your poison blood becomes inert 1 minute after leaving your body.

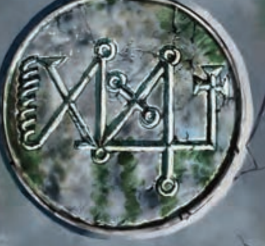
Water Dancing: At will, you can move on liquid as if it were firm ground. This ability functions like the *water walk* spell, except that it affects only you.

FOCALOR, PRINCE OF TEARS

Focalor has power over storms and seas. He gives those who bind him the power to drown souls in sadness and sink ships in an ocean of tears.

Legend: Accounts of Focalor's origins vary widely. Some claim he was once a demon, and others say he was an angel—likely a planetar. The constantly crying spirit has never uttered a coherent word, so binder scholars must look elsewhere to solve the mystery of how he came to be a vestige. All agree, however, that Focalor was an immortal creature that died of grief, and his immense anguish kept him from being absorbed into his home plane. The cause of his sadness, however, is as unclear as his origin.

FOCALOR



Vestige Level: 3rd
Binding DC: 20
Special Requirement: Yes

Special Requirement: Focalor's seal must be drawn with a liquid medium.

Manifestation: Focalor manifests slowly, appearing first as a single tear that drops from thin air to strike the ground. Next his weeping eyes appear, and gradually his whole body becomes visible. Focalor looks like a handsome human male whose face is twisted by grief. He wears no clothes, but he cloaks his body in the griffon wings that grow from his back and shudder with each of his wracking sobs.

Sign: While you serve as host to Focalor, your eyes constantly weep, regardless of your mood or thoughts.

Influence: While influenced by Focalor, you feel some of his inestimable grief and act morose, rarely smiling or finding cause to laugh. Whenever you kill a creature, Focalor demands that as soon as you have a peaceful moment, you take a round to say a few words of sorrow and regret for the life cut short by your actions.

Granted Abilities: Focalor gives you the ability to breathe water, strike foes down with lightning, blind enemies with a puff of your breath, and cause creatures to be stricken with grief in your presence.

Aura of Sadness: You emit an aura of depression and anguish that overtakes even the strongest-willed creatures. Every adjacent creature is overcome with grief, which manifests as a –2 penalty on attack rolls, saving throws, and skill checks, for as long as it remains adjacent to you. You can suppress or activate this ability as a standard action. Aura of sadness is a mind-affecting ability.

Focalor's Breath: As a standard action, you can exhale toward a single living target within 30 feet. That target is blinded for 1 round unless it succeeds on a Fortitude save. Once you have used this ability, you cannot do so again for 5 rounds.

Lightning Strike: Once per round as a standard action, you can call down a bolt of lightning that strikes any target you designate, as long as it is within 10 feet per effective binder level of your position. The lightning bolt deals 3d6 points of electricity damage, plus an additional 1d6 points of electricity damage for every three effective binder levels you possess above 5th. A successful Reflex save halves this damage. This ability functions outdoors, indoors, underground, and even underwater.

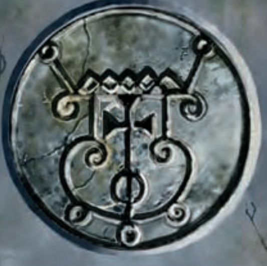
Water Breathing: You can breathe both water and air easily.

GERYON, THE DEPOSED LORD

Once a devil of great power, Geryon now exists only as a vestige. He gives binders powers associated with his eyes, as well as the ability to fly at a moment's notice.

Legend: Most scholars of the dark arts know of Geryon. As one of the legendary Lords of the Nine, he ruled Stygia, the frozen fifth layer of Hell. During a great upheaval known as the Reckoning, Geryon secretly supported the greatest of the archdevils, Asmodeus, against his rivals. When the armies of the opposing lords met to decide who would take Asmodeus's power, Geryon blew his horn. At his signal, the armies turned against their leaders, the usurpers were thrown down, and Asmodeus reestablished his right to rule all Baator. Knowing he had taught the usurpers a lesson they would not soon forget, Asmodeus returned them to power. Rather than reward Geryon, however, he inexplicably gave his lone supporter's power and position to another.

GERYON



Vestige Level: 5th
Binding DC: 25
Special Requirement: Yes

Geryon's fate after losing his position is unclear, but some binder scholars maintain that Asmodeus held one more betrayal in store for him. The story goes that Geryon, bewildered and stunned, lost all hope for the future. He began to question the purpose of his actions and, in a moment of weakness, even the point of his own existence. It was then that Asmodeus struck. The ruler of the Nine Hells had always hungered for the souls of those who had lost their faith, and Geryon's powerful soul made a fine meal.

Special Requirement: Geryon answers the calls of only those summoners who show an understanding of the relationship between souls and the planes. Thus, you must have at least 5 ranks in either Knowledge (religion) or Knowledge (the planes) to summon him.

Manifestation: Geryon arrives in a flash of sickly green light. A strange conglomeration of forms, his body resembles three ogre mages standing with their backs to each other and melded into one being. He has three legs, each with two feet, and three arms, each with two hands. Three brutish faces gaze out from equidistant points on a single head, which sits upon a neck jutting upward from three shoulders. One face has a furrowed brow and looks angry, another appears agitated, with wildly rolling eyes, and the third seems thoughtful, often staring into the distance as though thinking of something else.

Geryon speaks from only one of his three faces at any given time, and each of the three has a different personality and voice—a deep voice for the angry face, a babbling, hysterical voice for the agitated one, and a quiet voice for the thoughtful one. All three, however, are Geryon. Whenever his mood changes, Geryon turns his body so that he can speak to his summoner with the face that best represents his feelings at the time.

Sign: Two extra pairs of devilish eyes with green lids and yellow, catlike irises open on your head. Located at the level of your own eyes and equidistant from them, these bloodshot orbs grant you the ability to see all around yourself. Your own eyes take on the same appearance as the new ones.

Influence: While influenced by Geryon, you become overly trusting of and loyal to those you see as allies, even in the face of outright treachery. Because he values trust, if you make a Sense Motive check or use any ability to read thoughts or detect lies, you rebel against Geryon's influence and incur the normal penalties.

Granted Abilities: Geryon gives you his eyes and his baleful gaze, as well as the ability to fly.

Acidic Gaze: The gaze of your devilish eyes can cause foes to erupt with acid. When you use this ability, each opponent within 30 feet of you must succeed on a Will save or take 2d6 points of acid damage. Opponents can avert or close their eyes to protect themselves, as normal for a gaze attack. You can still take a standard action to focus your gaze on a target creature, as normal for a gaze attack. You can choose not to affect specific creatures within range of the gaze attack, such as your allies, if desired. You cannot use this ability if you do not show Geryon's sign.

All-Around Vision: Your extra eyes allow you to look in any direction, granting you a +4 bonus on Spot and Search checks. Opponents gain no benefits when flanking you. When confronted by a creature with a gaze attack, however, you cannot avert your eyes, though you can still close them. You cannot use this ability if you do not show Geryon's sign.

See in Darkness: You can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell. You cannot use this ability if you do not show Geryon's sign.

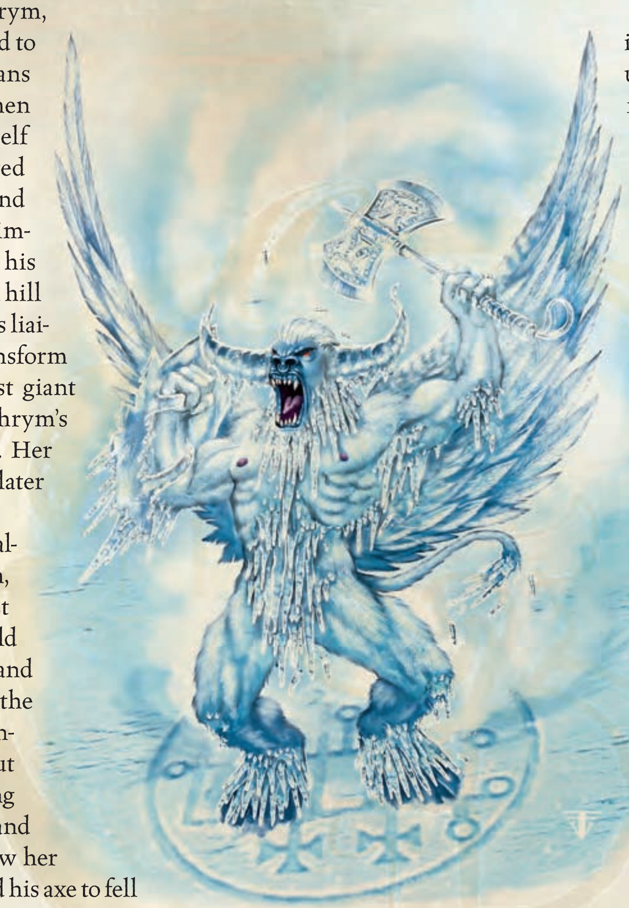
Swift Flight: You can fly for 1 round at a speed of 60 feet with perfect maneuverability. Activating this ability is a swift action. Once you have used swift flight, you cannot do so again for 5 rounds.

HAAGENTI, MOTHER OF MINOTAURS

Haagenti tricked the god of frost giants and paid a terrible price for that deed. She girds her summoners for battle and gives them the power to confuse foes.

Legend: The tale of how minotaurs originated changes according to the culture and race of the teller, but frost giants blame Haagenti. Thrym, their primary deity, had tried to force a goddess of the humans to marry him and failed when her brother disguised himself as Thrym's bride and disrupted the ceremony. The angry and humiliated god consoled himself with dalliances among his giant worshipers. Haagenti, a hill giant sorceress, learned of his liaisons and used a spell to transform herself into a beautiful frost giant so that she might bear Thrym's powerful half-god children. Her ploy succeeded, and a year later she gave birth to twin sons.

Once the children of his dalliances had grown old enough, Thrym set out to visit and test them all. He fought each child to see who was the strongest and bravest, intending to invite the most fit to join him in Jotunheim. When he sought out Haagenti, he found her herding cattle in the warm lowlands and became enraged when he saw her true form. But when he raised his axe to fell her, two horribly ugly giants leapt to her defense. Thrym realized to his disgust that they were his sons.



Manifestation of Haagenti

Illus. by F. Vohwinkel

Thrym would have destroyed them at that moment, but he suddenly realized that Haagenti had taught him a valuable lesson. His failed attempt at marriage had been fouled by a beautiful form created through trickery, and now he had fallen victim to the same ruse again. Rather than kill Haagenti and her children, Thrym cursed them to resemble the cattle with which they wallowed, turning them into minotaurs. Then he left, vowing to teach his frost giant worshipers to distrust all beauty.

How Haagenti became a vestige is unclear, but binder lore holds that her guilt at ruining beauty for the frost giants was so great that she could not bear to exist in any place that held beauty of any kind. Since every place in the planes seems beautiful to some being, she could find no eternal home anywhere. Haagenti refuses to speak on the subject and becomes angry when questioned about her past.

Special Requirement: To summon Haagenti, you must be either Large or able to speak Giant.

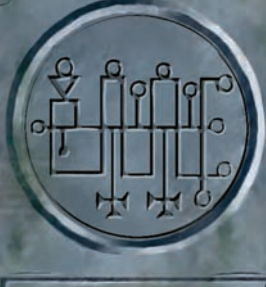
Manifestation: When Haagenti is summoned, a huge icicle thrusts up from the ground within the confines of her seal. Haagenti's blurry white form can be seen moving within the ice for a moment, then she spreads her arms and shatters her icy prison. Although she appears with her back to her summoner, her form is clearly that of a winged minotaur. Haagenti waves her ice shield and battleaxe to disperse the cold mist around her, then turns to face her summoner, revealing her bull-like face and icicle beard. Her frost-rimed fur is pure white, and her horns appear to be made of ice. Her powerfully muscled form doesn't appear female, but her smooth voice sounds quite feminine.

Sign: You possess the same features as you always did, but they somehow make you more ugly than before. Others easily recognize you, but small differences make you less appealing to look upon. In addition, your bulk expands until you weigh half again as much as you did before.

Influence: You feel ashamed and occasionally bashful in the presence of beautiful creatures. In addition, Haagenti requires that you give deference to any creature you perceive as more attractive or charismatic than yourself. This deference might take the form of a bow, a salute, opening a door for the creature in question, not speaking until spoken to, or any other gesture that acknowledges the creature as superior to you. In any case, you must constantly treat any such creature with respect or suffer the penalty for defying Haagenti's influence.

Granted Abilities: Haagenti grants you some of Thrym's skill with arms and armor, plus her own aversion to

HAAGENTI



Vestige Level: 2nd
Binding DC: 17
Special Requirement: Yes

transformation and the ability to inflict a state of confusion upon others.

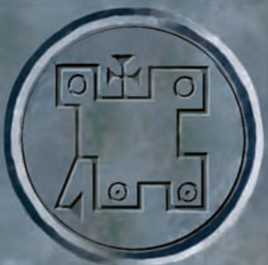
Confusing Touch: You can confuse by touch. The target of your touch attack must succeed on a Will save or become confused for 1 round per three effective binder levels you possess. When you attain an effective binder level of 19th, this ability functions as a *maze* spell. Once you have used this ability, you cannot do so again for 5 rounds.

Immunity to Transformation: No mortal magic can permanently affect your form while you are bound to Haagenti. Effects such as *polymorph* or petrification might force you into a new shape, but at the start of your next turn, you can immediately resume your normal form as a free action. You remain affected by such effects only when you choose to do so.

Shield Proficiency: You are proficient with shields, including tower shields.

Weapon Proficiency: You are proficient with the battleaxe, greataxe, handaxe, and throwing axe.

HALPHAX



Vestige Level: 8th
Binding DC: 32
Special Requirement: Yes

HALPHAX, THE ANGEL IN THE ANGLE

Gnomes rarely earn a reputation for their military might, but Halphax is one of the few exceptions to that rule. He grants his summoners the ability to raise a fortress and imprison foes, as well as the hardness of stone.

Legend: An engineer of inestimable excellence, Halphax made great advances in architecture of all kinds. His influence can be seen in the solid architecture of the dwarves, the beauty of elven buildings, the comfort of gnome dwellings, and the practicality of halfling homes. His greatest passion, however, was the architecture of military fortifications and the art of defense. Halphax's walls still encircle towns, and most of the castles he designed are still standing today, even though more than a thousand years have passed since he last sketched a floor plan. Unfortunately for him, the great architect's professionalism became his downfall.

In Halphax's time, gnomes were as populous as humans. They lived in grand cities that rivaled those of the elves, and they welcomed all civilized races into these metropolises to live and trade. The hobgoblins were the first of the goblinoids to rise out of tribalism and find welcome in the gnome city-states. They quickly took to gnome society, learning as much as they could and using their strong backs and hale bodies to earn places for themselves in the military and manual labor trades. Then, in an act known to gnomes as the Great Betrayal, the hobgoblins turned against their benefactors in a series of well-coordinated attacks. The victorious goblinoids turned each gnome city into a prison, using the fortifications meant to keep enemies out to trap the gnomes within. To ensure that they overlooked no means of escape, they captured and enslaved the gnomes who had designed them. Through a combination of threats and rewards, they forced the gnomes to make these prisons even more effective.

Many gnome architects chose to die rather than help the hobgoblins, and others secretly used their positions to help their kinfolk escape the city. But when the hobgoblins threatened the life of Halphax's wife, the great architect put all his effort into creating the most impregnable prison possible. Legend holds that no gnome ever escaped Halphax's city, and it was the last goblinoid holding to fall in the war that followed the Great Betrayal.

When at last the goblinoids were defeated, the prison city that Halphax had built was found empty of all gnomes but him. The hobgoblins had killed them all except Halphax and his wife. She could not bear to be the cause of so much tragedy, however, and took her own life.

When the gnomes attempted to apprehend Halphax and hold him responsible for his deeds, the architect vanished into his city. The allied armies tore the city down to its foundations in their attempts to find him, but he was never seen again.

Special Requirement: Halphax's sign must be drawn inside a building, in a corner of the structure.

Manifestation: When Halphax manifests, the corner in which he was summoned appears to warp, growing deeper and extending to what appears to be an infinite distance beyond the limits of the structure. In that distance, a figure appears, and suddenly the distance closes, bringing Halphax into his seal. Halphax always takes the form of a gnome wearing leather breeches and a vest, both of which are covered in pockets and loops for holding tools and items. The tools of an engineer hang from his belt, and he usually appears in a posture of boredom, hands in his pockets. Halphax's most striking feature is that he seems to have no flesh and bone beneath his clothes—only broken bits of stone and masonry. The shattered features of bas-reliefs and gargoyles make up his face.

Sign: Your body takes on the appearance of cracked stone.

Influence: In his time as a vestige, Halphax seems to have lost all memory of his life as well as any feeling of guilt or shame for his actions. Thus, when you are under his influence, you lose any normal sense of shame or embarrassment. However, if someone threatens a hostage you care about—be it a creature or an item—Halphax requires that you accede to the hostage taker's demands.

Granted Powers: Halphax grants you great knowledge of mechanical arts as well as the power to imprison foes, build towers, and gird your body with the hardness of stone.

Damage Reduction: You gain damage reduction 10/adamantine. You cannot use this ability if you do not show Halphax's sign.

Halphax's Knowledge: You can use the Profession (siege engineer) and Knowledge (architecture and engineering) skills untrained. In addition, you gain a +16 competence bonus on Profession (siege engineer) and Knowledge (architecture and engineering) checks.

Imprison: You can imprison a foe deep in the earth with only a touch. As a standard action, you can make a melee touch attack to imprison your target. If you hit, the target must make a Fortitude saving throw or be imprisoned. This ability functions like the *imprisonment* spell, except that the imprisonment lasts for a number of rounds equal to your effective binder level. If you miss with the touch attack, you can use this ability on the following round, but if a target makes its save, you must wait 1d4 rounds before using it again. You cannot imprison a creature while you already have another imprisoned from the use of this ability.

Iron Wall: As a standard action, you can cause a flat, vertical iron wall to spring into being. It functions as a *wall of iron* spell, except that it disappears after 1 minute. Once you have used this ability, you cannot do so again for 5 rounds.

Secure Shelter: At will as a standard action, you can bring a sturdy stone building into being at any point on the ground within 60 feet of you, as long as the space can accommodate its dimensions. This ability summons a tower like that produced by the *Leomund's secure shelter* spell. You cannot summon this tower if you already have one standing. You can dismiss the structure as a standard action, but you cannot summon it again for 5 rounds after dismissing it.

HAURES, THE DREAMING DUKE

Haures grants his summoners the power to create illusions, protect their thoughts, and move through objects like a ghost.

Legend: Human history associates the name Haures with a powerful lord who terrorized his people. From the time he took the throne until his death, he kept his subjects at work building his castle, adding constantly to its grandeur and might. Workers at the castle would return with strange tales of building a room and then rebuilding it the next day because no sign remained of their previous day's work. Then those who told such stories began to vanish in the castle, never to be heard from again. Although the castle grew with the additions made to it for the first few years, the constant construction seemed to have no effect on its size in later years.

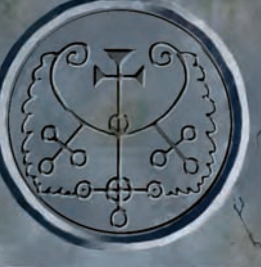
When at last Haures died, his subjects rejoiced and attacked the castle, hoping to loot and set fire to the palatial structure. The mob of peasants found the castle empty, devoid even of its furnishings. Confused and frightened, they left, and the castle and the surrounding lands soon gained a reputation for being haunted.

Binder scholars believe they know the answer to the mystery of Haures's disappearance and the strange construction of the castle. According to their legends, Haures was not a human at all, but a powerful rakshasa sorcerer in disguise. Much of the construction he demanded took place on the Ethereal Plane because Haures planned to continue his existence there as a ghost. He wanted his afterlife to be as much like his mortal life as possible, so he had his subjects build a nearly exact duplicate of his castle on the Ethereal Plane and cloaked their work sites in illusions to hide the truth. In the last months of his life, Haures brought many living and undead servants to his foggy realm, as well as all the comforts to which he had become accustomed.

For some time after his demise, Haures spent time on both the Material and Ethereal Planes. As a ghost, he would cloak the decaying castle on the Material Plane in bright illusions so that he could throw lavish parties for the travelers attracted to its warm glow. Then he would end the party suddenly, leaving his guests alone in the chilly ruins of his castle and delighting in their terror. As the years passed, fewer folk dared enter his home, and Haures began to throw illusory parties for himself to alleviate his boredom. As his sanity deteriorated, he became unable to distinguish between the Material and the Ethereal Planes, and even between his illusions and his own imagined experiences. At some point, Haures lost all sense of the difference between reality and dreams, illusion and imagination, and even life and undeath. This complete dissolution of these barriers propelled him into existence as a vestige.

Manifestation: Haures initially manifests as a ghostly tiger stalking out of thin air, but his appearance rapidly changes to that of a handsome and well-dressed middle-aged man who appears alive and healthy. A moment later, that form decays before his summoner's eyes, rotting into a zombielike state, then fading into ghostly incorporeality and changing again, this time into a skeletal tiger wearing a shining crown and purple robe. This tiger form soon loses its crown and robe but gains ghostly flesh, becoming a ghostly tiger to begin the cycle of change all over again. Haures seems cognizant of his summoner only while he

HAURES



Vestige Level: 6th
Binding DC: 25
Special Requirement: No

is in living human form, and he speaks only in those brief moments.

Sign: While you are bound to Haures, your palms are where the backs of your hands should be, just as they are on a rakshasa. If you flip over your hands so that the backs are up, your thumbs end up on the wrong sides of your hands. This rearrangement has no effect on your Dexterity, spellcasting, ability to wield objects, or use of skills.

Influence: When influenced by Haures, you become an eccentric, often speaking to yourself and to imaginary friends. In addition, Haures requires that if you encounter and disbelieve an illusion not of your own making, you must not voluntarily enter its area.

Granted Abilities: Haures shields your mind with his madness, allows you to move like a ghost, gives you the power to fool the senses, and grants you the ability to kill others with their deepest fears.

Inaccessible Mind: You are protected from any effort to detect, influence, or read your emotions or thoughts, and you have immunity to any mind-affecting spells and abilities, as if you were protected by a *mind blank* spell. You can suppress or activate this ability as a standard action.

Incorporeal Movement: When moving, you become nearly incorporeal and can ignore the effects of difficult terrain. You can even move through an enemy's space, but not through walls or other solid barriers. Furthermore, any attacks of opportunity directed at you while you move have a 50% miss chance. You can suppress or activate this ability as a standard action.

Major Image: You can create an illusion at will, as though you had cast *major image* (caster level equals your effective binder level). A creature can attempt a Will save to realize the illusion is false. You can never create more than one major image at a time, and you can dismiss or renew the effect as a standard action. Once you have used this ability, you cannot do so again for 5 rounds.

Phantasmal Killer: This ability functions like the *phantasmal killer* spell except for the range and save DCs (the ability still requires a Will save, and possibly a Fortitude save) to resist. You can target any single creature within 10 feet per binder level you possess. Once you have used this ability, you cannot do so again for 5 rounds.

IPOS, PRINCE OF FOOLS

Binders call Ipos the Prince of Fools because of the crown he wears and the sad legend of his transformation into a vestige. He grants his summoners cold iron claws with which to rend foes, the power to see creatures and objects as they are, and a fraction of his charisma.

Legend: As a mortal scholar of deities and the planes, Ipos discovered vestiges and the process of binding long before their rediscovery in the current age. Although binder lore gives conflicting accounts of Ipos's race and nation of origin, the legends agree that he was a mighty spellcaster with the power to travel the planes in his pursuit of knowledge.

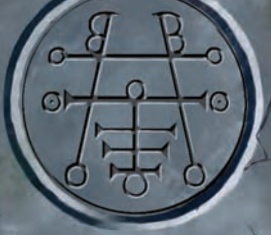
Although he was interested in all subjects, Ipos had a particular passion for discovering the nature of the planes, magic, and the gods. Through his study of these topics, Ipos sought to discover the planar order—the set of fundamental laws within which the multiverse operated.

Ipos did a magnificent job with his research, and his discoveries have been passed down through the generations. Yet he left such an incomplete vision of reality that later scholars and explorers had to expand upon his body of work. In the midst of his investigations, Ipos stumbled across vestiges and drowned in the depth of this knowledge. He could not conceive of beings that did not exist in some place, or that could not be reached via the planes or by deities. He became obsessed with finding the plane upon which the vestiges resided. He dropped the study of all other topics and threw himself into the task of finding a way to the realm of the vestiges. No one knows what happened after he made this mission his focus, but the fact that he now exists as a vestige lends credence to the idea that he discovered what he sought.

Special Requirement: Ipos refuses to answer the call of any summoner who, in his judgment, has not taken a serious enough interest in occult studies. Anyone wishing to bind Ipos must have at least 5 ranks in Knowledge (arcana) and 5 ranks in either Knowledge (religion) or Knowledge (the planes).

Manifestation: Ipos steps forward onto his seal as though reappearing from invisibility. Some pact magic texts say that he has the head of a vulture or a goose, but those writers must have been unfamiliar with the bald ibis. Ipos clearly has that bird's long, downward-curving beak and mottled, featherless head. Atop his warty scalp, he wears a crown of black iron, and a many-layered gray cloak hides most of his form. Ipos's overly long arms end in gray-furred and clawed members that are more like the paws of a lion than the hands of a man. In one paw, he holds a gnarled iron cane that he uses more often to strike the ground in emphasis than as an aid in walking. He keeps his other paw hidden in one of the long sleeves of his robes, but from time to time, an observer can see him extending its long, black claws. Despite his rusting crown and tattered cloak, Ipos presents an imposing figure, and his hissing voice and baleful glare add considerably to his menace.

IPOS



Vestige Level: 6th
Binding DC: 26
Special Requirement: Yes

Sign: You grow long, black, clawlike nails.

Influence: You think highly of your intellect and show contempt toward those who question your assumptions or conclusions. If you encounter a creature that shows interest in a topic about which you have knowledge, Ipos requires that you truthfully edify that individual.

Granted Powers: Ipos grants you his discerning sight and commanding presence, as well as claws of cold iron with which to rend the veil of ignorance.

Cold Iron Claws: Your fingernails harden into cold iron, granting you one claw attack per hand. You can strike with each hand at your full attack bonus and add your full Strength bonus to the damage you deal. The base damage for each claw attack is as given on the following table.

Size	Base Damage
Diminutive	1
Fine	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

If you already had claw attacks with your hands, use the claw damage on the table only if it's better than your normal base damage. Your claw attacks are considered cold iron weapons for the purpose of overcoming damage reduction. You cannot use this ability if you do not show Ipos's sign.

Flash of Insight: As a swift action, you gain a *true seeing* effect (as the spell) for a duration of 1 round. Once you have used this ability, you cannot do so again for 5 rounds.

Ipos's Influence: Your affiliation with Ipos allows you to draw more power from the vestiges to which you are bound. The saving throw DC (if any) of each special ability granted by your vestiges increases by 1. Treat your effective binder level as one higher than normal for the purpose of determining the effects of vestige special abilities.

Planar Attenuation: You gain protection from the natural effects of a specific plane. These effects include extremes in temperature, lack of air, poisonous fumes, emanations of positive or negative energy, or other attributes of the plane itself. You can change the plane to which you are attuned as a standard action.

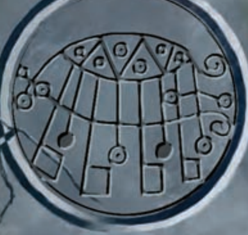
Rend: When you hit one foe with all your claw attacks, you automatically deal double the damage of a normal claw attack (including your Strength modifier) in addition to your normal damage.

KARSUS, HUBRIS IN THE BLOOD

Karsus lived and died by magic, so he grants binders power over that force.

Legend: Binders know Karsus as a potent mortal spellcaster who attempted to steal the powers of a deity that had jurisdiction over magic. He succeeded, but realized too late that his mortal frame and soul could not contain the power. He died, and his soul remained tied to the Material Plane for ages, never becoming a petitioner. Some claim that part of it somehow still lingers there. With no planar home and no deity who would claim him, Karsus became a vestige.

KARSUS



Vestige Level: 3rd
Binding DC: 25
Special Requirement: Yes

Special Requirement: Karsus refuses to answer the call of a binder who attempts to summon him within the area of an active spell. In addition, he appears only to a summoner who has at least 5 ranks in either Knowledge (arcana) or Spellcraft. He also hates Amon for some unknown reason and will not answer your call if you are already bound to that vestige.

Manifestation: Karsus appears silently and suddenly in the form of a great red boulder. Blood burbles up from the top of the stone and flows in a rivulet down the side facing his summoner, then pools at the base. When Karsus speaks, the blood fountains upward, its height varying based on the volume of his voice.

Sign: You bleed more than normal from wounds. Even a small scratch releases a sanguine flood. This effect does not deal extra damage.

Influence: You take on some of the arrogance for which Karsus was famous in his mortal life. He requires that you make Bluff or Intimidate checks rather than Diplomacy checks to influence others.

Granted Abilities: In life, Karsus was obsessed with magic, and his obsession continues unabated in his current state. He grants you the ability to see magic, destroy it with a touch, and use any magic item with ease. He even provides increased spellcasting power.

Heavy Magic: The save DC for each effect of every magic item you use increases by 2.

Karsus's Senses: You can sense magic auras as easily as others can detect odors, and concentrating on them reveals them to your sight. When you concentrate (a standard action), you automatically detect the number of different magical auras within 30 feet, and the power of the most potent aura within 30 feet, as though you had cast *detect magic* on the area and concentrated for 2 rounds. You do not need to concentrate to maintain this effect, but concentrating for 1 additional round reveals the location and strength of the auras in the area. A third round of concentration allows you to determine the school of a particular aura automatically.

Additional rounds of concentration reveal the schools of other auras.

You cannot use this ability if you are blinded, but otherwise it functions as *detect magic* for the purposes of concealment and the materials pierced. If you encounter an aura of overwhelming strength, however, you are dazzled so long as it remains within range of Karsus's senses.

Karsus's Touch: You can produce a *dispel magic* effect with a touch. To do so, you must make a successful melee touch attack against a creature or an object as a standard action that does not provoke attacks of opportunity. You can then make a dispel check (1d20 + your effective binder level, maximum +20) against each ongoing spell currently in effect on the object or creature. The DC for this check is 11 + the spell's caster level. If you succeed on a particular check, that spell is dispelled; if you fail, it remains in effect.

If you target an object or creature that is the effect of an ongoing spell (such as a summoned monster or a conjured object), you must touch the target and make a dispel check to end the spell that brought it into being. Targeting a spell effect that is not an object or creature (such as the flames of a *wall of fire*) has no effect.

If the touched object is a magic item, you must make a dispel check (the DC is the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. An interdimensional interface (such as a *bag of holding*) is temporarily closed by this effect. A suppressed item becomes nonmagical for the duration, but its physical properties are unchanged, so a suppressed magic sword is still a masterwork sword.

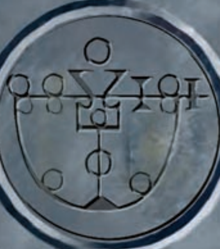
You can use Karsus's touch a number of times per day equal to your effective binder level. Once you have used this ability, you cannot do so again for 5 rounds.

Karsus's Will: You can use spell trigger items, such as wands and staves, as if you were a wizard of your effective binder level.

LERAJE, THE GREEN HERALD

Once a favored servant of the primary deity of the elves, Leraje allowed her pride to become her downfall. Leraje gives her summoners the ability to bring a bow to hand at will, to fire it with accuracy, and to damage a foe's sense of self with it. In addition, she gives her hosts keen vision in darkness and skill at hiding.

LERAJE



Vestige Level: 1st
Binding DC: 15
Special Requirement: Yes

Legend: Tales of Leraje's prowess with a bow exist to this day, although her feats are now ascribed to deities and other great heroes, and most elves think her legend is heresy. Pact magic treatises maintain that Corellon Larethian called upon Leraje to be his first herald among mortals. She taught the elves how to make and use bows, though none could ever come close to matching her prowess. Legend holds that she killed Thessala, goddess of hydras, by shooting a single arrow through all one thousand of her heads, thereby causing her children, the hydras, to be dull and crude throughout eternity.

One day, Leraje helped Corellon save Lolth, who had not yet fallen from grace, from an ambush set by Gruumsh. Lolth praised Leraje for her skills, claiming that not even Corellon could fire an arrow as fast or as accurately as his herald. Leraje beamed under the compliment, and a bemused Corellon challenged her to an archery duel to settle the matter. When Leraje agreed, Corellon declared their target: her heart.

Corellon expected his servant to realize the error of her pride and yield the contest, but Leraje instead brought up her bow, aimed an arrow at Corellon, and pulled back the string. Surprised, he raised his own bow and fired at her. Leraje released her bowstring at that same moment, aiming not at the god but at the arrow that sped toward her heart. Leraje's arrow met that of her deity in midair and ricocheted back, piercing her heart before Corellon's arrowhead even touched her chest. As punishment for wasting her life for the sake of her stubborn pride, Corellon Larethian cast Leraje's soul from heaven and earth.

Special Requirement: To summon Leraje, you must break an arrow crafted by an elf while calling out Leraje's name and title. In addition, Leraje hates Amon for some unknown reason and will not answer your call if you are already bound to him.

Manifestation: Leraje appears before her summoner as though she had always been there, but camouflaged so well that she could not be seen. First her dull eyes open, then her yellowed teeth come into view out of seeming nothingness, revealed in a sly smile. As Leraje moves, her body takes shape against the background, and her clothes and skin change color to reveal her as an elf archer dressed in beautifully decorated green leather armor. Although she was clearly beautiful at some point, the ravages of some toxin or disease have made her hair limp, yellowed her eyes and teeth, and made her skin pockmarked and sallow.

Sign: You look sickly and diseased, and your skin becomes sallow and pockmarked.

Influence: While influenced by Leraje, you become quiet and unassuming. Leraje still feels considerable guilt about the actions that led her to become a vestige, so she requires that you not attack any elf or creature of elven blood, including half-elves and members of the various elf subraces, such as drow.

Granted Abilities: You gain supernatural powers related to Leraje's skills in life, as well as the ability to fire arrows that literally wound your target's pride.

Hide Bonus: You gain a +4 competence bonus on Hide checks.

Low-Light Vision: You gain low-light vision. If you already have it naturally, you gain superior low-light vision and can see three times as far as your light source would normally illuminate. Thus, a torch that illuminates a 20-foot radius would allow you to see clearly up to 60 feet and provide you with shadowy illumination to a distance of 120 feet.

Precise Shot: You gain the benefit of the Precise Shot feat.

Ricochet: As a standard action, you can make a single ranged attack against two adjacent targets. Make a single attack roll and apply that result to the Armor Class of both targets. Any hit you score deals damage to the target normally. Extra damage from abilities such as sneak attack or sudden strike apply to only one target, which you must designate prior to making the attack roll.

Weapon Proficiency: While bound to Leraje, you are proficient with the composite longbow, composite shortbow, longbow, and shortbow. If you were already proficient with any of these weapons, you instead gain a +1 competence bonus on attack rolls with them.

MALPHAS, THE TURNFEATHER

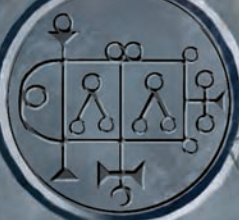
Malphas allows his summoners to see without being seen, to pass through surroundings without leaving any sign, to vanish from sight, and to poison their enemies.

Legend: Only elves who know their history well are familiar with the story of Malphas, a lesser scion of an ancient elven kingdom's ruling family. Malphas joined a druidic order under pressure from his elders, who hoped that enforced dedication to nature would teach him greater respect for their traditions and the elven way of life. After a contentious start, the plan seemed to work. Malphas, always the black sheep of the family, soon became a model member of the elven nobility. His trademark, a white dove's feather, could be found at sites where good deeds had been done, although no one ever saw him perform them.

This impression was all part of Malphas's act. While studying the druidic traditions, he met another elf druid—a female who won his heart with guile and promises of power. Together they hatched a plan to make Malphas heir to the throne. While his white feathers turned up wherever good events were occurring, black feathers began to appear on the murdered corpses of royalty. Elf diviners soon discovered that Malphas was at the root of their troubles, and the traitorous elf was forced to flee.

Malphas flew to his lover's hideaway among the trees, intending to warn her and flee with her. But when she heard his story, she flew into a rage, mocking him for his stupidity and his overtures of affection. To wound him even more deeply, she revealed her true form—that of a drow. When the elf authorities found Malphas, he lay on the ground, dead not from magic or physical harm, but from the breaking of his heart and the loss of his soul.

MALPHAS



Vestige Level: 2nd
Binding DC: 15
Special Requirement: No

Manifestation: Malphas begins his manifestation with a furious fluttering of white doves. The creatures explode out of thin air, then fly away from each other and fade from view, revealing a handsome male elf clad in black. Malphas has pale skin, black eyes, and black feathers for hair. His smile reveals black teeth, and when he speaks, his black tongue licks the air like a snake's. Malphas wears a noble's finery in funerary black, and a cloak made of raven heads and feathers hangs from his shoulders. The heads start up a raucous cry whenever he moves too much, so he remains largely still, making only small gestures with his black-gloved hands. Malphas's hoarse voice croaks and cracks when he speaks, a quality that annoys him greatly.

Sign: Your teeth and tongue turn black.

Influence: While influenced by Malphas, you fall in love too easily. A kind word or a friendly gesture can cause you to devote yourself entirely to another person. Should that person reject your affection, your broken heart mends the moment another attractive person shows you some kindness. In addition, if you have access to poison, Malphas requires that you employ it against your foes at every opportunity.

Granted Abilities: Malphas grants you the ability to spy without detection, to disappear, to use poison safely, and to strike vicious blows against vulnerable foes.

Bird's Eye Viewing: At will, you can summon a dove or a raven to aid your powers of observation. (Use the statistics for a raven regardless of the creature's form.) The bird appears perched on your shoulder. You have complete control over its actions, and you can see what it sees and hear what it hears. Use the bird's skill checks to determine the results of its actions and observations (for example, Bluff, Search, Spot, Listen), but use your skill bonuses to derive information from its observations (for example, Knowledge, Sense Motive, or Spellcraft to identify a spell). If you have the trapfinding ability, you can use the bird to find traps so long as doing so doesn't require it to manipulate an object. The bird cannot talk. You can have only one bird summoned at a time. It remains until you summon another dove or raven, mentally dismiss it (a standard action), or stop binding with Malphas.

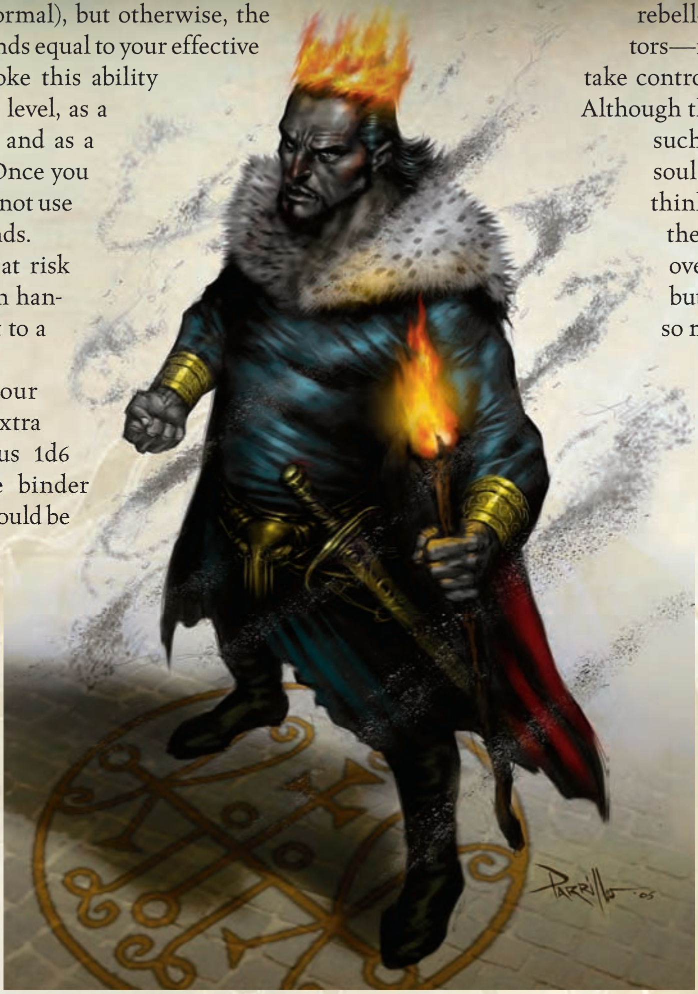
Invisibility: As a full-round action, you can make yourself invisible (as with the *invisibility* spell). Making an attack

Illus. by L. Parrillo

ends the invisibility (as normal), but otherwise, the effect lasts a number of rounds equal to your effective binder level. You can invoke this ability as a standard action at 5th level, as a move action at 10th level, and as a swift action at 15th level. Once you return to visibility, you cannot use this ability again for 5 rounds.

Poison Use: You are not at risk of poisoning yourself when handling poison or applying it to a weapon.

Sudden Strike: With your melee attack, you deal an extra 1d6 points of damage plus 1d6 points per four effective binder levels anytime your target would be denied its Dexterity bonus to Armor Class. This extra damage applies to ranged attacks only if the opponent is within 30 feet. The extra damage from sudden strike stacks with that from sneak attack whenever both would apply to the same target.



Manifestation of Marchosias

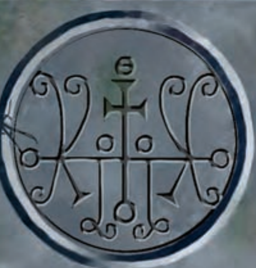
MARCHOSIAS, KING OF KILLERS

A legendary assassin in life, Marchosias now grants his summoners his supernatural charm, plus the ability to kill or paralyze with one startling attack and to disappear in a puff of smoke.

Legend: Marchosias seems to have appeared as a vestige quite recently—in fact, only a short time before Dahlver-Nar did. In life, Marchosias was a human who brought death to others. His favorite targets were other assassins and murderers, but this choice of foes had nothing to do with morals. Despicably evil, Marchosias was obsessed with improving his skill as a killer, and ending the lives of other professional slayers seemed the best challenge he could undertake.

When at last Marchosias met his death, his soul traveled to the Nine Hells. The devils gleefully accepted his powerful spirit, but others there took note of his arrival and were not pleased. The spirits of hundreds of thugs, slaughterers, executioners, and assassins banded together and rebelled against their devilish captors—intending not to escape or take control, but to attack Marchosias. Although the devils were loath to allow such lawlessness, they let the souls of the damned fight it out, thinking to step in and punish all the spirits when the battle was over. Marchosias fought well, but he could not prevail against so many foes at once, and he fell under the onslaught. When the devils pulled back the attackers, nothing was left—Marchosias's soul had been torn to pieces.

MARCHOSIAS



Vestige Level: 7th
Binding DC: 30
Special Requirement: Yes

Special Requirement: To summon Marchosias, you must at some point in your life have committed an evil act for which you have not apologized, atoned, or made reparations. Lying or breaking a confidence doesn't count, but other small acts of evil—such as theft, infidelity, or vandalism—do fulfill the requirement.

Manifestation: Marchosias appears with a bloodcurdling scream in an explosion of fire and black smoke. Though much of the smoke curls away, some remains and slowly coalesces to form a human figure. Marchosias appears as a king with body and raiment composed of swirling smoke and cinders. He wears a crown of fire, beneath which gleam two glowing, hot coals where his eyes should be. Marchosias wields a scepter of flames, and a sword of hot ash is belted to his hip. For a moment, he seems exhausted by the rigors of his arrival, standing with his shoulders slumped and his head bowed. After a moment, he raises his gaze to his summoner and stands straight and tall, adopting an imperious posture.

Sign: While you are bound to Marchosias, the pupils of your eyes glow with a red-orange light. Anyone looking at your face can make a DC 12 Spot check each round to notice this effect. This light is not strong enough to illuminate the area, and it does not make you any easier to see in the dark, but it can be disturbing to look upon.

Influence: Marchosias's influence makes you debonair and sly, as though you have some trick up your sleeve and the knowledge of it makes you confident. In addition, Marchosias requires that you use the death attack he grants you against any foe you catch unawares.

Granted Abilities: Marchosias gives you an assassin's skill at killing, plus the ability to assume gaseous form and the power to charm foes.

Death Attack: If you study a target for 3 rounds and then make a sneak attack with a melee weapon that successfully deals damage, the attack either paralyzes or kills the target (your choice) in addition to dealing normal sneak attack damage. While studying the victim, you can undertake other actions so long as your attention stays focused on the target and the target neither detects you nor recognizes you as an enemy.

If the victim of such an attack fails a Fortitude save against the kill effect, she dies. If she fails against the paralysis effect, she is rendered helpless and unable to act for 1d6 rounds + 1 round per effective binder level. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once you have completed the 3 rounds of study, you must make the death attack within the next 3 rounds.

If you attempt a death attack and fail (the victim makes her save), or if you do not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before you can attempt another death attack.

Fiery Retribution: You deal an extra 3d6 points of fire damage when you strike an opponent who can deal extra damage through a sneak attack, sudden strike, or skirmish attack. This extra damage applies to ranged attacks only if the opponent is within 30 feet.

Smoke Form: You can assume the form of a smoke cloud at will. This ability functions like the *gaseous form* spell, except that you can remain gaseous for as long as you wish. Although you lose your supernatural abilities while gaseous, you do not lose the ability to remain in gaseous form. Vestiges you have bound remain so for the normal duration. Since you lose your supernatural death attack ability, however, you cannot study an opponent for the purpose of making your death attack while in smoke form. You can suppress or activate this ability as a standard action. Once you have returned to your normal form from smoke form, you cannot do so again for 5 rounds.

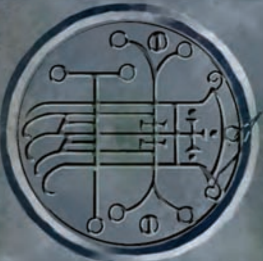
Silent and Sure: You gain a +16 competence bonus on Hide and Move Silently checks.

NABERIUS, THE GRINNING HOUND

A cunning and mysterious vestige, Naberius can make his summoners adept with all manner of arts and sciences, disguise them, and make them cogent speakers.

Legend: Though Naberius's origin remains mysterious, binder scholars know that his name and form have changed many times over the centuries. Ancient pact magic texts refer to a spirit matching Naberius's powers as Naberus, Kaberon, Cerbere, and Serberius. One of these spirits appeared as a noble, bird-headed man, another as a dog with a crane's head, another as a wolf with fifty heads and a tail of three entwined snakes, and the fourth as a heap of bodies surrounded by a cloud of flies. A few fiendish sages have suggested that Naberius might be an aspect of the three-headed, doglike creature that guards the gates to the Underworld on the third layer of Hades, but that creature is thought to be simpleminded and has never been known to speak. Naberius never admits to having had older forms or names, and questions about his origin get only a sly smile in reply.

NABERIUS



Vestige Level: 1st
Binding DC: 15
Special Requirement: Yes

Special Requirement: Naberius values knowledge, industry, and the willingness to deceive. He manifests only for a summoner with at least 4 ranks in Bluff or in any Knowledge or Profession skill.

Manifestation: Naberius's manifestation begins with a great squawking and flutter of feathers. Moments later, a black crane flies in an agitated fashion over the seal, then crashes down atop it, apparently dead. Naberius then stalks forward out of invisibility as a three-headed hound to feast upon the crane. He speaks hoarsely from whichever dog head isn't eating at the moment. Despite his terrible appearance and raucous voice, Naberius somehow manages to seem amiable and eloquent.

Sign: Your voice deepens and acquires a gravelly, growling tone.

Influence: While you are influenced by Naberius, you love the sound of your own voice and are constantly pleased by your cleverness. Whenever you are presented with a pulpit, a stage, a talking stick, or any other place or object designed to give a speaker the floor, Naberius requires that you immediately seize the opportunity to speak. Any topic will do, but since Naberius resents others taking control of the discourse, he requires that you either shout them down or mock them. Your speech must last a number of rounds equal to your effective binder level to satisfy Naberius.

Granted Abilities: Naberius grants you the power to wear any face, swiftly regain lost ability points, use skills of which you have no knowledge, and talk your way through danger.

Disguise Self: You can alter the appearance of your form as a standard action. This effect works like the *disguise self* spell.

Faster Ability Healing: You heal 1 point in each damaged ability score every round, and 1 point in all drained ability scores every hour.

Naberius's Skills: At the time you make your pact, you can choose a number of skills equal to your Constitution bonus (if any). Your choices must be skills that can't be used untrained and in which you have no ranks. For the duration of the binding, you can make skill checks with your chosen skills even though you are untrained. If your Constitution modifier decreases after you make the pact, you lose the ability to make untrained checks with an equal number of the chosen skills. Lost skills are chosen randomly, and they remain inaccessible to you until you make another pact with Naberius.

Persuasive Words: You can direct a verbal command at a single living target within 30 feet as if using the *command* spell. A successful Will save negates the effect. When your effective binder level reaches 14th, your words become even more persuasive and this ability functions like the *suggestion* spell. Once you have used this ability, you cannot do so again for 5 rounds.

Silver Tongue: You can take 10 on Diplomacy and Bluff checks even if distracted or threatened. In addition, you can make a rushed Diplomacy check as a standard action and take no penalty. (Normally, a rushed Diplomacy check requires a full-round action and imposes a –10 penalty on the check.)

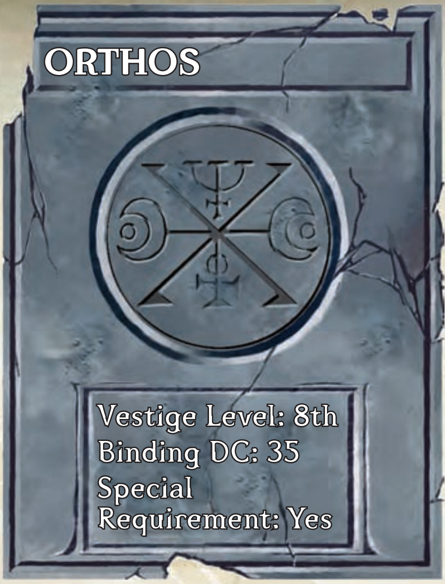
ORTHOS, SOVEREIGN OF THE HOWLING DARK

Ancient and unknowable, Orthos gives its summoners the power to sense what they cannot see, to fool the sight of others, and to turn their breath into wind that can speak or scour flesh from bones.

Legend: Orthos might well be the original vestige—the first being to break the boundaries and see past the window of reality to the nothingness beyond. Pact magic texts always mention this entity, and persistent explorers can find its seal represented in art or architecture on most planes, as well as in the ruins of many ancient civilizations. Binder scholars have a thousand theories about Orthos's origins, but none is more than mere supposition. All agree that Orthos is inestimably old, and it has long since shed whatever form and persona it might once have had, becoming an alien and distant being. In deference to its great age and the hallmark of its appearance, binder scholars have dubbed Orthos the Sovereign of the Howling Dark.

Special Requirement: You must summon Orthos within an area of bright illumination.

Manifestation: When Orthos begins to manifest, a breeze seems to pass over the summoner, but it ruffles nothing except the summoner's hair and clothes. The breeze intensifies, becoming a cold wind, and a low whistle emanates from the vicinity of Orthos's seal. Directly over it appears a black speck—a mote of shadow like a blind spot in the observer's vision. The whistle becomes a moan that slowly rises in pitch and volume, eventually transforming into a howl as the darkness spirals outward, opening like the pupil of some great cat's eye with an explosive rush of wind. The howling grows so loud that it pains the ear while the seemingly nonexistent wind buffets the summoner. Then it stops. In the sudden silence, an unseen, unheard, yet palpable presence slides out of the black aperture and hovers heavily over the seal. Though not detectable by any sense, Orthos is eerily extant, and its presence can be felt by even the dumbest of beasts. The vestige says nothing; its summoner can only plead her case and hope that Orthos does not impose its influence.



ORTHOS

Vestige Level: 8th
Binding DC: 35
Special Requirement: Yes

Sign: You always seem to be buffeted by a breeze that no one else can feel, even when you're indoors. The eerie wind makes no noise, but it tousles your hair and belongings, frequently changing direction.

Influence: While influenced by Orthos, you are averse to darkened areas and loud noises. Although you can endure such conditions, they give you a sense of panic and make you short of breath. Orthos requires that you always carry an active light source with a brightness at least equal to that of a candle, and that you not cover it or allow it to be darkened for more than 1 round. Additionally, Orthos requires that you speak only in a whisper.

Granted Abilities: Orthos gives you blindsense, displacement, and a breath weapon that you can use either as a weapon or to deliver messages.

Blindsight: You gain blindsight out to 30 feet.

Displacement: At will, you can surround yourself with a light-bending glamer that makes it difficult for others to surmise your true location. Any melee or ranged attack directed at you has a 50% miss chance unless the attacker can locate you by some means other than sight. A *true seeing* effect allows the user to determine your position, but *see invisibility* has no effect. You can suppress or activate this ability as a standard action.

Whirlwind Breath: As a standard action, you can exhale a scouring blast of wind in a 60-foot cone. Your whirlwind breath deals 1d6 points of damage per binder level you possess. Every creature in the area can attempt a Reflex save to halve the damage, and must also succeed on a Fortitude save or be knocked prone and moved 1d4×10 feet away from you (or just outside the cone, whichever is a shorter distance). Once you have used this ability, you cannot do so again for 5 rounds.

Whispering Wind: At will as a standard action, you can send a message on the wind as though using the *whispering wind* spell (caster level equals your effective binder level).

OTIAX, THE KEY TO THE GATE

The alien Otiax gives its summoners the power to open what is closed, to walk among the clouds, and to strike foes with fog that lands like a hammer.

Legend: Otiax is a bit of a conundrum because it seems to have originated outside the known cosmology of the planes. A few sources of pact magic lore refer to some plane or place called the Far Realm, but most offer no explanation of Otiax's past. Some even posit that Otiax is somehow the key to reaching the Far Realm, but that supposition has more to do with Otiax's appearance than with any real evidence of its nature. Because Otiax never speaks, it can shed no light on the issue. Binding with it is more a matter of instinct and will than of deliberation.

Manifestation: When Otiax manifests, a locked golden gate appears within its seal. Blue fog curls out in wispy tendrils from between the bars, obscuring what lies beyond. After a moment of silence, some unseen force crashes against the barrier. Then the gate shakes and rattles loudly, as though some creature is desperate to open it. Ragged breathing becomes audible, and the fog swirls around some indistinct yet terrible form. At last the raging stops, and the azure vapor passes through the gate. The sound of the tumblers turning in the lock becomes audible, then the gate creaks open.

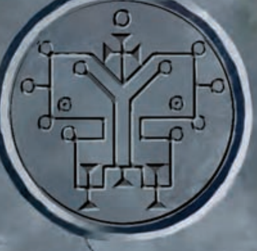
Sign: While bound to Otiax, you are surrounded by thin wisps of light blue fog even in the strongest wind.

Influence: Otiax's motives remain a mystery, but its influence is clear. When confronted with unopened doors or gates, you become agitated and nervous. This emotional state lasts until the door or gate is opened, or until you can no longer see it. Furthermore, Otiax cannot abide a lock remaining secured. Thus, whenever you see a key, Otiax requires that you use it to open the corresponding lock.

Granted Abilities: Otiax opens doors for you, lets you batter opponents with wind, and cloaks you in a protective fog that can actually lash out at foes.

Air Blast: You can focus the air around you into a concentrated blast that batters opponents. You can use your air blast as a melee touch attack against an adjacent opponent or one that is up to 10 feet away (as though you were using a reach weapon). This attack deals 2d6 points of bludgeoning damage, but you do not add your Strength bonus to the damage roll. If your base attack bonus is high enough, you might be entitled to additional air blast attacks each round when you make a full attack. You can also make attacks of opportunity with your air blast. You cannot use this ability if you do not show Otiax's sign.

OTIAX



Vestige Level: 5th
Binding DC: 25
Special Requirement: No

Combat Reflexes: You gain the benefit of the Combat Reflexes feat. You cannot use this ability if you do not show Otiax's sign.

Concealing Mist: You can whip the mist that constantly surrounds you into a concealing screen that grants you concealment (foes' melee and ranged attacks have a 20% miss chance). You cannot use this concealment to hide. You can suppress or activate this ability as a full-round action. A severe wind (either natural or magical, such as a *gust of wind* spell) suppresses your concealing mist. You cannot use this ability if you do not show Otiax's sign.

Open Portal: At will as a swift action, you can open (but not close) a door, chest, box, window, bag, pouch, bottle, barrel, or other container as though using the *open/close* spell. This ability has a range of 10 feet per effective binder level you possess.

Unlock: As a full-round action, you can unlock a single lock that you can touch, provided that its Open Lock DC is less than or equal to twice your effective binder level. For example, a 10th-level binder can use this ability to open any lock with a DC of 20 or lower, and a 15th-level binder could open a lock with a DC of 30 or lower. This ability grants you no protection from any traps that might be associated with the lock. Once you have used this ability, you cannot do so again for 5 rounds.

PAIMON, THE DANCER

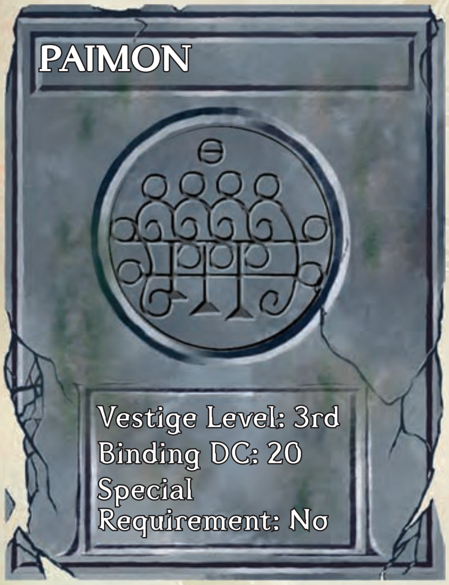
Paimon whirls into reality with grace and style. He gives his summoners the ability to see combat as a dance and makes them masters of its steps and hidden meter.

Legend: Most binders know the Dancer's tragic story, although none can be certain of its origin. An infamous lothario, Paimon delighted in seducing noblewomen with his dancing and besting their suitors with his swordplay. He eventually crossed paths and swords with a particularly jealous and cruel fellow, sometimes identified as a human and other times as an elf. After Paimon had humiliated this nobleman in front of his peers on several occasions, the fellow enlisted some other aggrieved suitors to capture Paimon and cut off his sword hand.

Paimon was not so easily defeated. When he recovered, he returned to court wearing a bejeweled golden hand that he could replace with a rapier blade. Exhibiting tremendous aplomb, Paimon again set his rivals on their heels, and he even fought and defeated the man who had wronged him. Paimon spared his adversary's life only because he was interrupted by a request to dance by the object of both their affections. In response to this further humiliation, Paimon's foe again had him captured, but this time the man's thirst for revenge was insatiable. He and his cohorts cut off all of Paimon's limbs and replaced them with sword blades, jeering at him all the while and daring him to return to court again. Then they left Paimon to die while they celebrated their victory.

At the next royal ball, Paimon's foe and his coconspirators smirked at every mention of their enemy's name and winked at one another when others wondered aloud where the charming rake might be. Then a dark figure appeared among the dancers. Impossibly tall and shrouded head to foot in dark, diaphanous cloth, the wraithlike figure began to spin. Disturbed by its appearance, the other dancers moved away. When one of them spotted naked steel beneath the whirling cloth, the nobles began to flee the hall.

Enraged that his party had been interrupted, Paimon's enemy went up to the figure and tore away the cloth. For a moment, the tortured figure of Paimon stood before them with bloody blades for legs and arms. Someone screamed at the sight, and Paimon faded to nothing. Thinking they had seen the ghost of Paimon, the men immediately went to find their foe's body and give it a proper burial, but it was gone. Instead, they found a trail of blood and the marks of sword thrusts in the ground. Apparently Paimon was alive but gone—banished by the scream of a woman.


PAIMON

Vestige Level: 3rd
Binding DC: 20
Special Requirement: No

Manifestation: Paimon appears in a whirl, his form spinning like a top on an arm that ends in a metal blade instead of a forearm and hand. He turns counterclockwise so rapidly that his summoner can make little sense of what he sees. Paimon quickly switches the arm on which he spins with a hop, and then he switches to a leg, which also ends in a blade rather than an ankle and foot. With each switch, Paimon slows, until at last he stands on one leg before his summoner, balancing within the seal on its daggerlike point. Paimon's almost featureless gray body has a dancer's physique. His face is stretched to disfigurement around the right side of his head, and no ears are visible. Paimon speaks in a garbled voice from his twisted mouth while hopping from appendage to appendage, making small turns as though he is impatient to be whirling again.

Sign: One side of your mouth becomes wider than the other, as though it were being stretched or pulled. That side of your mouth has a tendency to remain slightly open, causing you to drool.

Influence: Paimon's influence makes you lascivious and bold. In addition, Paimon requires that you dance (moving at half speed) whenever you hear music.

Granted Abilities: Paimon gives you the ability to dance in and out of combat, and to make whirling attacks against multiple foes.

Dance of Death: When you use this ability, you can move up to your speed and make a single attack against any creature you move past, provoking attacks of opportunity normally. When you use your dance of death, you forfeit any bonus or extra attacks granted by other feats or abilities (such as the Cleave feat or the *haste* spell), and you cannot attack any single creature more than once. Once you have used this ability, you cannot do so again for 5 rounds.

Paimon's Blades: You gain proficiency with the rapier and short sword, and the benefit of the Weapon Finesse feat when you wield such weapons.

Paimon's Dexterity: You gain a +4 bonus to Dexterity.

Paimon's Skills: You can use the Tumble skill untrained. You gain a +4 bonus on Tumble checks and Perform (dance) checks.

Uncanny Dodge: You retain your Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. If you have uncanny dodge from another source, you gain improved uncanny dodge instead. See the rogue class features on page 50 of the *Player's Handbook*.

Whirlwind Attack: You gain the benefit of the Whirlwind Attack feat.

RONOVE, THE IRON MAIDEN

Ronove remained a mystery for ages, but binder scholars now believe her to have been a human ascetic who lived more than two thousand years ago. As a vestige, she grants her summoners the power to move objects at a distance, to strike with the skill of a monk, to fall as lightly as a feather, and to run like the wind.

Legend: Many binder scholars credit Ronove with laying the foundation for orders of monks, and indeed, her philosophies and abilities bear a strong resemblance to the training that monks now receive. In life, Ronove was a charismatic guru who taught that enlightenment comes from denial—first of the needs of the flesh, then of the perceived limits of reality, and lastly of the rules of reality. Her frequent demonstrations of power served to illustrate the validity of her ideas to others. She leapt from cliffs without harm, lifted boulders with her thoughts, and lived for months without eating or drinking.

Although Ronove gathered many followers, not one of her disciples could manage her great feats. Some began to question her methods. To prove the veracity of her teachings, Ronove secluded herself in an iron coffin, telling her students to bury her and dig her up only when they received a sign from her. Years passed, and no sign came. One by one, her followers lost faith and deserted her. At last only one remained. Disillusioned, he dug up the rusted sarcophagus, only to find it empty. He tracked down his fellow disciples to tell them of the miracle, but none believed him. Ronove and her nameless disciple would have been lost to obscurity, but her lone faithful follower inscribed his story on the walls of a cavern. The recent discovery of this inscription explains the strange powers and appearance of Ronove.

Special Requirement: Ronove's seal must be drawn in the soil under the sky.

Manifestation: When Ronove manifests, the ground quakes, and a rusted iron sarcophagus erupts from the earth within her seal, shedding dirt and flakes of rust as it grates upward. The metal visage of a human woman is discernible on the lid. The metal bindings holding the lid closed burst in clouds of corroded metal, and the sarcophagus creaks open, releasing a tumble of human bones and noisome black liquid. Ronove does not speak to her summoner, but the visage on the lid smiles or frowns during the pact-making process.

Sign: The flesh of your face settles into a frown or a smile (a frown if you succeeded on your binding check, or a smile if you did not) and retains that general expression regardless of your actual feelings. This alteration to your visage does not affect your Charisma, Charisma-based skill checks, or others' ability to make Sense Motive checks against you.

Influence: Ronove's influence makes you think that others doubt your abilities and competence. Despite what anyone says, you feel the constant need to prove your worth. In addition, Ronove requires that you consume neither food nor beverages (including potions) for the entire time you remain bound to her.

Granted Abilities: Ronove gives you the power to fall any distance without harm, lift objects without touching them, and run like the wind.

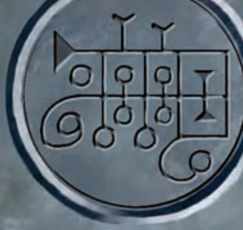
Cold Iron and Magic Attacks: Your melee attacks count as magic for the purpose of overcoming damage reduction. When you attain an effective binder level of 7th, your melee attacks also count as cold iron for the purpose of overcoming damage reduction.

Far Hand: As a swift action, you can lift and move an unattended object to which you have line of effect, as long as it is within 10 feet per effective binder level of your position. The force manipulating the object is considered Medium in size, and it has a Strength score equal to your effective binder level. During the swift action, you can move the object up to 5 feet per effective binder level. If the object weighs enough to constitute a medium or heavy load for an individual of the force's Strength, you can move it only half the normal distance. If the object to be moved would constitute a medium or heavy load for you, activating this ability is a move action. If the item could only be pushed or dragged by such a person (that is, it weighs up to five times the maximum load), you can move it just 5 feet per move action. The force cannot lift the object more than 5 feet off the ground.

In any round during which you do not use a swift action to manipulate the object, you lose control of it. You can never move an object outside the range of this ability, and you lose control of the object if you move too far away from it or if a creature touches it. You can move only one object at a time in this fashion.

Alternatively, you can use the telekinetic force to push a creature as a standard action. The force deals 1d6 points of damage to the target and initiates a bull rush, using the force's Strength modifier and adding a +2 bonus. If the bull rush is successful, the target moves in the direction you indicate. Once you have used your far hand in this way, it dissipates, and you cannot use it again for 5 rounds.

RONOVE



Vestige Level: 1st
Binding DC: 15
Special Requirement: Yes

Feather Fall: You automatically fall as though under the influence of a *feather fall* spell. You can suppress or activate this ability as a standard action.

Ronove's Fists: You gain the benefit of the Improved Unarmed Strike feat. Your unarmed strikes deal damage as those of a monk of a level equal to your effective binder level. This ability does not grant you any other abilities of a monk, such as flurry of blows.

Sprint: You gain a +10-foot enhancement bonus to your base land speed.

SAVNOK, THE INSTIGATOR

Once a servant of gods, Savnok now grants his summoners the ability to wear heavy armor, to draw arrows from thin air, to take the place of allies in combat, and to cause wounds that do not heal.

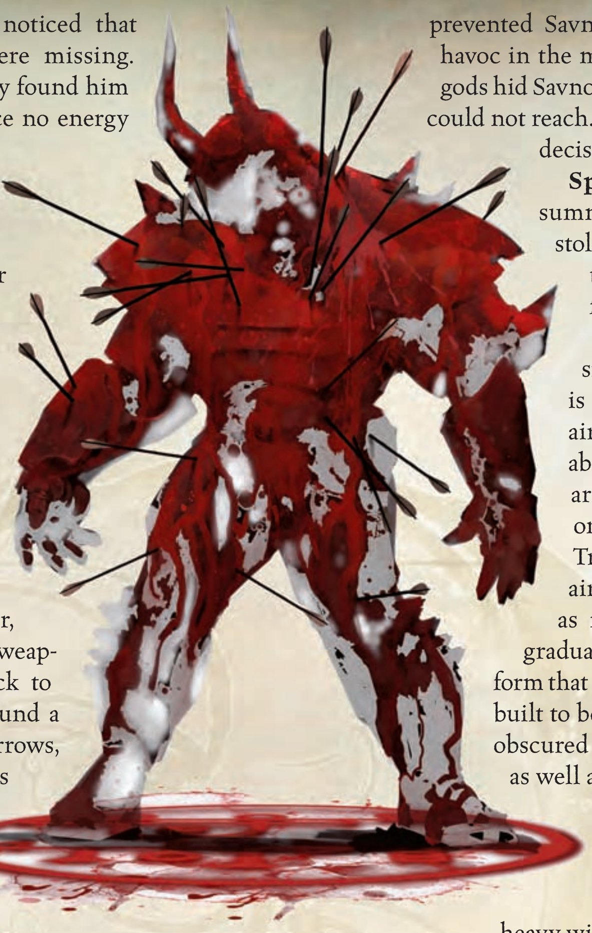
Legend: Savnok lived before recorded history. His story contains about as much myth as it does fact, since the barrier between truth and fiction eroded long before the current age. According to the legend, Savnok served Hextor and Heironeous before the two half-brothers came to blows. The gods were charged with guarding their mother's arms and armor while she met with her lovers. Both Hextor and Heironeous were awed and tempted by their mother's implements of war, but neither son dared disobey his mother.

Seeing their desires written clearly upon their faces, however, Savnok devised a means to steal the items for his masters. Relying on their trust in him, Savnok tricked Hextor and Heironeous into letting him guard their mother's armory. But once his gaze fell on the goddess's armor, Savnok could not resist donning it. Just touching the metal made him drunk with power. After putting it on, he knew he could never take it off, so he fled the godly realms with the divine armor.

Illus. by F. Tsai

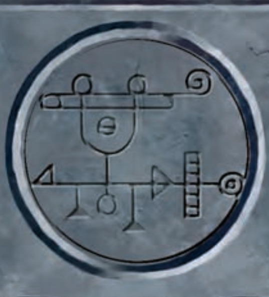
Hextor and Heironeous soon noticed that their servant and the armor were missing. When they looked for Savnok, they found him at war on the Material Plane. Since no energy or mortal weapon could pierce the goddess's armor, Savnok had decided to set about carving out a kingdom for himself. Shocked at his betrayal and horrified by their own failure to perform their duties, Hextor and Heironeous appeared before Savnok and ordered him to relinquish their mother's armor. Their former servant responded by attacking, and although he could not harm them, neither could they harm him.

Heironeous flew into the sky and tore thunderbolts from the clouds to hurl at Savnok, but Hextor, realizing that they needed deific weapons to defeat the armor, fled back to his mother's armory. There, he found a bow and grabbed a handful of arrows, then returned to find Heironeous still hurling lightning with little effect. Hextor barely had the strength to draw his mother's bow, but draw it he did. With each arrow he fired, a dozen missiles streaked down to strike Savnok. Though the arrows had little power behind them, they did pierce the armor, and as Savnok raged at the injustice the two gods had done him, he slowly bled to death from dozens of small wounds. When at last Savnok lay dead, Hextor and Heironeous removed the armor and debated what to do next. Not only had they failed to guard their mother's armory, but Hextor had also stolen her bow and arrows.



Manifestation of Savnok

SAVNOK



Vestige Level: 2nd
Binding DC: 20
Special Requirement: Yes

It was Hextor who suggested that they hide Savnok and replace the items, leaving their mother none the wiser. Heironeous didn't like the plan, but he wanted to protect his half-brother. After all, Hextor's theft had solved a problem for which Heironeous was partly responsible and prevented Savnok from wreaking still more havoc in the mortal lands. Together, the two gods hid Savnok's essence in a place even they could not reach. Heironeous has regretted this decision ever since.

Special Requirement: To summon Savnok, you must have stolen something and made neither reparations nor apology for that act.

Manifestation: The first sign of Savnok's manifestation is an arrow streaking out of thin air to strike something unseen above his seal. Then a dozen more arrows whistle into the seal, each one landing with a metallic ping. Trickles of blood spout into the air where the arrows hang, and as more strike home, the blood gradually outlines a heavily armored form that seems too broad and powerfully built to be human. Savnok's features are obscured by his plate armor and helm, as well as the rivulets of blood and the many arrows that pepper his body. When Savnok speaks, he spits out bitter words with a gravelly voice that seems heavy with resentment.

Sign: A piece of an arrow appears under your skin somewhere on your body. It looks as though your skin has healed over a broken-off arrow that had previously wounded you. The arrow deals no damage, but at times it causes you some discomfort. If removed, it disintegrates immediately, and another appears somewhere else on your body.

Influence: Savnok's influence makes you headstrong and recalcitrant. Once you make up your mind about a particular issue, very little can change your thoughts on the matter. In addition, whenever you don armor, employ a shield, or wear any other item that improves your AC, Savnok requires that you not remove that protection for any reason.

Granted Abilities: Savnok grants you abilities associated with his death and the command of allies' positions.

Call Armor: At will as a full-round action, you can summon a suit of full plate armor, which appears about your body. As you attain higher effective binder levels, the armor's quality improves, as given on the following table.

Effective Binder Level	Armor Summoned
2nd–4th	Masterwork full plate
5th–8th	*+1 full plate*
9th –12th	*+2 light fortification full plate*
13th–16th	*+2 moderate fortification full plate*
17th–19th	*+4 moderate fortification full plate*
20th	*+4 heavy fortification full plate*

You can dismiss the armor with another full-round action.

Heavy Armor Proficiency: You are proficient with heavy armor.

Move Ally: You can instantly swap positions with any visible willing ally within 5 feet per two effective binder levels of your position. Objects carried by you or your ally (up to the maximum load for each) go along, but creatures do not. The movement is instantaneous and does not provoke attacks of opportunity. Using this ability is a standard action at first, though at 7th level you can use it as a move action, and at 13th level you can use it as a swift action. Once you have used this ability, you cannot do so again for 5 rounds.

Savnok's Armor: While wearing your called armor, you can ignore some of the damage from attacks by nonpiercing weapons. When you first gain the ability to summon Savnok, this ability gives you damage reduction 1/piercing, and the value improves by +1 for every four effective binder levels you possess. Thus, you have damage reduction 2/piercing as a 4th-level binder, damage reduction 3/piercing as an 8th-level binder, and so forth. When your effective binder level reaches 13th, your damage reduction can be overcome only by attacks that are both magic and piercing.

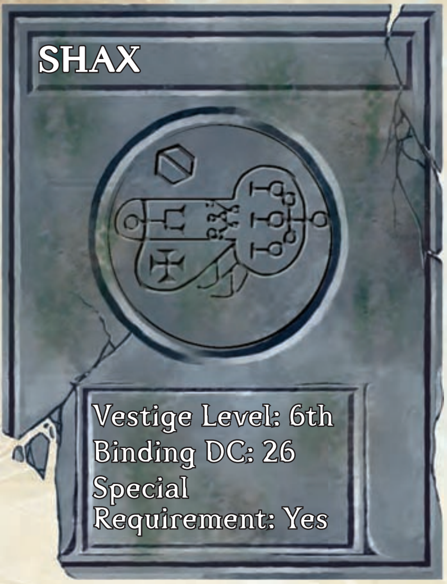
SHAX, SEA SISTER

Another giant among the vestiges, Shax gives her summoners the ability to swim like fish, to laugh off lightning, to wriggle free of any bonds, and to strike foes like a thunderbolt.

Legend: Shax once ruled over storm giants as a goddess of the sea. She was born to Annam, the greatest of all giant gods, without his knowledge. Because he was prone to blind spots in his omniscience, Annam could not hear the giants' prayers when they mentioned Shax, nor could he see her many cruelties to them. He realized that some problem might exist only when the storm giants started battling the other giant kinds, claiming their caves, clouds, hills, frosty mountains, and volcanic peaks as storm giant territory. When Annam asked them why they had attacked their fellow giants, the storm giants pointed to the sea. Annam's blind spot still prevented him from perceiving Shax, so he sent his son Thrym to take care of the problem.

Thrym, god of the frost giants, was eager to stop storm giant incursions into his followers' lands, so he picked up his axe and leapt into the sea. There he met his sister Shax for the first time. Thrym found her both beautiful and terrible. He offered to wed her if she would call the storm giants to return to the sea. Shax would have none of it, though, so the two fought.

In the end Thrym won, beheading Shax with a clean blow of his axe, but not before she had scratched off some pieces of his flesh with her nails. The strength of Shax's spirit gave her the power to resist the pull of the Astral Plane, that graveyard of the gods, so she became a vestige. As for Thrym, he yet lives, but the pieces of his cold body that his sister removed have become icebergs that float in the sea as constant reminders of the storm giants' debt to him.



SHAX

Vestige Level: 6th
Binding DC: 26
Special Requirement: Yes

Special Requirement: You must draw Shax's seal within sight of a pond, stream, or larger body of water.

Manifestation: Shax first appears as a semitransparent female storm giant standing 20 feet tall. Her drenched, violet-skinned body is clad in a gold breastplate and black tunic, both of which drip seawater on the ground. After she manifests, Shax smiles, and her head inclines as though acknowledging her summoner, but it continues to dip until it tumbles off her neck. The body vanishes even as the falling head becomes more solid. It strikes the ground upside down with a wet thump, its face turned away from her summoner. For a moment the head just sits there, but then the wet black hair coalesces into thick cords that press against the earth, lifting it up. Walking on her hair tentacles in a spiderlike manner, Shax turns around to face her summoner, glaring balefully with her yellow eyes. In a shrill voice, Shax demands to know who has summoned her.

Sign: A scar appears around the circumference of your neck, as though your head had been lopped off and then returned to your body to heal.

Influence: While under Shax's influence, you become possessive and stingy, particularly about territory—be it actual land or simply a room in an inn. In addition, her influence requires you to demand compensation for any service rendered and to tax any use of your territory. However, you can accept nearly any item of value—be it material goods or a service—as payment.

Granted Abilities: Shax grants you the swimming skill of a fish and the ability to strike foes with sonic force and electricity. She also gives you immunity to electricity and allows you to move freely despite restraints.

Freedom of Movement: As a swift action, you can give yourself the ability to ignore restraints. This effect functions like the *freedom of movement* spell, except that it lasts only 1 round. Once you have used this ability, you cannot do so again for 5 rounds.

Immunity to Electricity: You gain immunity to electricity damage.

Storm Strike: As a swift action, you can charge a melee attack or melee touch attack with electricity and sonic power. Your next melee attack deals an extra 1d6 points of electricity damage and 1d6 points of sonic damage. If the attack misses, that use of storm strike is wasted.

Swim Speed: You gain a swim speed equal to your land speed. You can move through water at your swim speed without making Swim checks, and you gain a +8 racial bonus on any Swim check made to perform some special action or avoid a hazard. You can always choose to take 10 on a Swim check, even if distracted or endangered. You can also use the run action while swimming, provided you swim in a straight line.

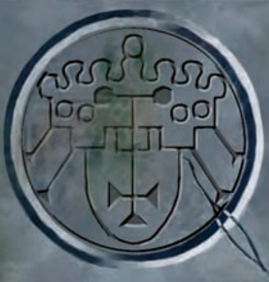
TENEBROUS, THE SHADOW THAT WAS

Tenebrous, once a powerful demon prince, offers dominion over darkness and death.

Legend: The great demon lord Orcus has long sought divinity. Some years ago, for a brief period, he actually attained it. Slain and resurrected by a surge of negative energy, the corpulent demon arose as the gaunt Tenebrous, a god of darkness and undeath. For a time he traveled the planes in this form, slaying other gods in his quest to gain more power. His ultimate goal was to reincarnate himself yet again because he wished to be a god as Orcus, not Tenebrous. Some say he was thwarted by a band of mortal heroes, but whatever the cause, his grand plan failed. Orcus did indeed rise again, but as the demon prince he once was, not as a god.

True divinity can never fade completely. The tatters of godly power that Orcus shed remained intact. Less than a god but still divine, this bit of essence drifted in the void between planes until it once more coalesced into a bitter sentience. Thus, Tenebrous yet exists as a pale reflection of what he once was, a shadow of a shadow.

TENEBROUS



Vestige Level: 4th
Binding DC: 21
Special Requirement: Yes

Special Requirement: You must draw Tenebrous's seal at night or in an area of deep shadow with little or no daylight exposure.

Manifestation: Upon completion of the rite to summon Tenebrous, the summoner's shadow shifts to fall across the seal. Even if the rite occurs in complete darkness, the shadow is visible as a darker spot in the blackness. Once the shadow crosses into the seal, an inky humanoid form—impossibly gaunt, holding its limbs at disjointed angles—rises from it. The voice of Tenebrous is a whisper in the wind, almost impossible to hear, yet laden with unmistakable meaning.

Sign: You seem to be standing in shadow even on the brightest day. Furthermore, your own shadow never extends more than a few feet from your body, even if the ambient light suggests that it should be much longer. This effect does not grant you concealment.

Influence: While influenced by Tenebrous, you are filled with a sense of detachment and an aching feeling of loss and abandonment. Tenebrous requires that you never be the first to act in combat. If your initiative check result is the highest, you must delay until someone else takes a turn.

Granted Abilities: Tenebrous grants you power over undead and shadows. He gives you the ability to chill your foes.

Deeper Darkness: You can cloak an area in shadows as though using the *deeper darkness* spell (caster level equals your effective binder level), with the following exceptions. The effect is always centered on you, it has an unlimited duration, and you can shift the range of the emanation (within the normal range) up or down 10 feet as a move action. You can suppress or activate this ability as a standard action.

See in Darkness: You can see perfectly through darkness of any kind, even that created by a *deeper darkness* spell (or your deeper darkness ability).

Touch of the Void: As a swift action, you can charge a melee attack or melee touch attack with cold energy. Your next melee attack deals an extra 1d8 points of cold damage, plus 1d8 points of cold damage for every four effective binder levels beyond 7th that you possess. When you attain an effective binder level of 11th, you can charge your weapon for an entire round. Once you have used this ability, you cannot do so again for 5 rounds.

Turn/Rebuke Undead: You can turn or rebuke undead as a cleric of your effective binder level. As with a cleric, you turn if you are good and rebuke if you are evil. If you are neutral, you choose whether to turn or rebuke upon binding with Tenebrous and cannot later change your mind. If you have the ability to turn or rebuke undead from other classes, your levels in those classes stack with your effective binder level for the purpose of determining your turning ability. Once you have used this ability, you cannot do so again for 5 rounds.

Vessel of Emptiness: You can use the *flicker* shadow magic mystery (see page 146) as a supernatural ability once per day. At 13th level, you can use this ability two times per day, and at 19th level, you can use it three times per day.

ZAGAN, DUKE OF DISAPPOINTMENT

On the cusp of deification, Zagan lost all he had worked for. As a vestige, he offers his summoners a snake's sense of smell, the power to cause an enemy flee his presence, the ability to immobilize an opponent, and more effective combat abilities against snakes and their ilk.

Legend: When dwarves had yet to tunnel into their mountains and elves first walked beneath the boughs of trees, Zagan ruled over thousands. A lord in a great yuan-ti empire, he had power over hundreds of his own kind, who in turn controlled the lives of thousands of humanoid slaves. Zagan built himself up as a god to these slaves, using the yuan-ti as his emissaries to communicate with the uneducated masses over which he held sway.

Over time, Zagan's power became so great that he actually aspired to become a god. He sought and finally discovered the means to his goal: a grand ceremony wherein he and his yuan-ti would gather together all his worshipers and slay them. At the appointed hour on the appointed night, Zagan collected all his people for a celebration of his glory. He could feel their worship empowering him, and with each passing minute he gained strength and felt his awareness widening. Then Zagan rang the gong that signaled the attack, and he and his yuan-ti servants fell upon the slaves, slaying them with wild abandon. At first Zagan thought it glorious, but then he felt his new powers begin to wane. With each life he crushed, he felt a bit more mortal.

Zagan attempted to call off the ceremony, but in the chaos of the slaughter, the other yuan-ti could not hear him. Suddenly, a sword pierced Zagan's chest from behind. As he looked down at the bloody blade, a sibilant voice whispered in his ear, "The World Serpent wishes you well." A cleric among his own people had tricked Zagan into ruining his chances at godhood on the very eve of his apotheosis. At a point somewhere between godhood and mortality, Zagan passed on into the void.

Special Requirement: You must kowtow before Zagan's seal, prostrating yourself and addressing him as a deity.

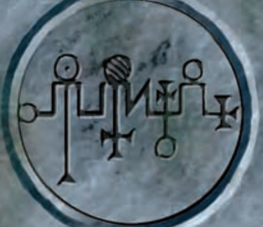
Manifestation: When Zagan begins to manifest, several snakes appear in a heap in his seal. The snakes then slither apart and rise upright along the lines of the seal. Then the crown of a head appears, with baleful eyes glowering. An ogrelike head slowly reveals itself, and after another moment, shoulders and arms appear, to which the snakes are attached. Zagan then uses his powerful arms to pull the rest of his body from the ground, revealing a long, serpentine form instead of legs. He reaches toward his summoner hungrily, his mouth gaping open in a feral grin, but the snakes on his body turn toward him and hiss, causing him to flinch backward. The brooding Zagan then addresses his summoner while calming the snakes. Binder scholars say that the snakes on his body are his most loyal lieutenants, who were killed on the night of Zagan's murder and dragged with his soul into a vestige's existence.

Sign: You gain a lisp and can't help but speak in a sibilant manner.

Influence: While influenced by Zagan, you become domineering and aggressive. Zagan requires that you slay any snake or snakelike being you meet, and deface any representations of snakes or snakelike beings other than Zagan that you find.

Granted Abilities: Zagan grants you a snake's ability to detect creatures by scent, the ability to grapple and constrict as a snake, increased combat ability against snakes and their cousins, and the power to cause your foes to avoid your mere presence.

ZAGAN



Vestige Level: 6th
Binding DC: 25
Special Requirement: Yes

Aversion: As a standard action, you can create a compulsion effect targeting any creature within 30 feet. The target must succeed on a Will save or gain an aversion to you, snakes, and yuan-ti for 5 rounds. An affected creature must stay at least 20 feet away from you or any snake or yuan-ti, alive or dead; if already within 20 feet, the target moves away. Any subject unable to move away or attacked by you, a snake, or a yuan-ti is overcome with revulsion. This revulsion reduces the creature's Dexterity score by 4 points until the effect wears off or the subject is no longer within 20 feet of you. This ability is otherwise similar to the *antipathy* spell (*PH* 200), with a caster level equal to your effective binder level. Aversion is a mind-affecting compulsion ability. When you use this power, a ghostly image of Zagan manifests around your body and speaks your command with you before vanishing. After using this ability, you must wait 5 rounds before using it again.

Improved Grapple: You gain the benefit of the Improved Grapple feat (*PH* 95). In addition, you are considered to be of Large size for the purpose of making grapple checks, and damage you deal with a successful grapple check to a grappled foe is lethal damage.

Scent: You gain the scent special quality (*MM* 314).

Constrict: You gain a giant constrictor's ability to crush the life from its prey. You deal damage equal to 1d8 + 1-1/2 × your Str modifier with a successful grapple check, in addition to your normal unarmed damage (typically 1d3 + Str modifier for a Medium humanoid and 1d2 + Str modifier for a Small humanoid).

Snake Bane: Zagan's hatred for snakes, yuan-ti, and all snakelike creatures gives you improved combat prowess against their kind. You gain a +2 bonus on melee attacks against snakes, snakelike creatures (such as nagas or yuan-ti), or creatures with a natural poison attack, and you deal an extra 2d6 points of damage against such foes when making melee attacks. This damage also applies when you make a grapple check to deal damage against a snake or snakelike enemy, in addition to dealing your normal unarmed damage and your constrict damage.

PACT MAGIC PRESTIGE CLASSES

Practitioners of pact magic set aside the mores of society and the laws of the multiverse to pursue a route to power that most others fear. Yet even among these diehard individualists, patterns appear and groups form. Such factions often pursue similar goals and use similar means of gaining power, giving rise to prestige classes such as those in this section.

ANIMA MAGE

"Those fools. They hunt innocents. It's me they ought to fear!"
—Raeleus, anima mage and outlaw

Anima mages give binders a bad name. Greedy and ambitious, they exploit the powers of the vestiges to which they bind to advance their own abilities. Anima mages see such displaced entities as mere tools, no different from spell component pouches or a *wand of fireball.*

With the power of a vestige, an anima mage can tap a resource all but unknown to his rivals to gain an edge against other spellcasters. The anima mage is a loner, an outsider, and a potential enemy to both binders and witch slayers (see page 67). But the way others classify him matters little to him, for power is at hand.

BECOMING AN ANIMA MAGE

Since an anima mage blends pact magic with arcane magic, a candidate needs some knowledge of vestiges and experience with binding them to qualify. A few levels of either wizard or bard are valuable too, since Knowledge (the planes) is a class skill for both. However, the sorcerer and the warmage (see *Complete Arcane*) are also good choices, since their key ability for spellcasting is Charisma.

ENTRY REQUIREMENTS

Alignment: Any nongood
Skills: Intimidate 4 ranks, Knowledge (the planes) 4 ranks
Feat: Any metamagic feat
Spellcasting: Ability to cast 2nd-level arcane spells
Special: Ability to bind a 2nd-level vestige

CLASS FEATURES

The abilities you gain as an anima mage reflect a greater degree of control over your bound vestiges. This increased mastery of binding allows you to augment the arcane spells you cast.

Soul Binding Bonus: At each anima mage level, your soul binding ability improves as if you had also gained a level in the binder class. Your anima mage levels and binder levels stack for the purpose of determining your bonus on binding checks, the effectiveness of your vestige-granted abilities, your ability to bind higher-level vestiges, and the number of vestiges you can bind. You do not, however, gain any other benefit a binder would have gained.

Spellcasting: At each anima mage level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one arcane spellcasting class before becoming an anima mage, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Exploit Vestige (Su): At 2nd level, you learn how to use a bound vestige to boost your arcane spellcasting. With this ability, you can choose to forego gaining one of the vestige's granted abilities in order to gain one additional arcane spell slot per day of any level up to the highest you can cast. Thus, if you bind the vestige Dantalion (see page 28), you could give up the read thoughts ability he grants you in exchange for a bonus spell slot that day.

You decide which ability to give up before you make the binding check, and you can forego only one ability per day in this manner, even if you can bind multiple vestiges. Vestiges react poorly to your use of this ability, so you take a –5 penalty on your binding check. If you make a good pact despite this penalty, you gain a bonus spell slot in exchange for the ability you gave up. If you make a poor pact (that is, you fail your binding check), you do not gain the extra spell slot, and you still give up the designated ability for the day.

When you use this ability and make a good pact, you sever a portion of the bound vestige's awareness of the world that it would normally receive through you. Essentially, your binding amounts to a certain amount of trickery. The vestige being bound expects to be able to experience life through its binder, but when you make a good pact, you partially suppresses the benefit the vestige receives, making it uncomfortable and angry.

Vestigial Awareness (Su): Beginning at 3rd level, you can force your bound vestige to focus on alerting you to danger rather than letting it revel in the sensations that it perceives through your pact. Whenever you make a good pact with a vestige, you gain a +2 bonus on initiative checks for the duration of the pact.

Vestige Metamagic (Su): At 4th level, you can use a bound vestige to augment your spells by temporarily giving up access to its powers. Using vestige metamagic is a swift action that does not provoke attacks of opportunity.

Choose one of the vestiges to which you are bound whenever you activate this ability. You can then apply the effects of any metamagic feat that you possess to a spell you cast that round, without increasing its spell level. However, you lose access to all the abilities and powers granted by the chosen vestige upon activation and do not regain them for 5 rounds. You cannot use this ability if you do not have a vestige bound, or if you do not currently have access to its abilities (through the use of this ability, an *antimagic field,* or some other effect).

Vestige metamagic is usable once per day at 5th level, two times per day at 7th level, and three times per day at 9th level.

Vestige Casting (Su): At 10th level, you can use a bound vestige's power to cast a spell outside the normal limits of time and magic. Once per day, you can cast any spell that you currently have prepared (or use an available spell slot if you cast spells spontaneously) as an immediate action. You cast the spell as if it were modified by the Silent Spell and Still Spell metamagic feats, whether or not you have those feats.

PLAYING AN ANIMA MAGE

As an anima mage, you walk a lonely path, but great rewards await you. Enemies are everywhere, so you must conceal your true nature even more carefully than an ordinary binder does. Rivals resent you for the power you have and the knowledge you possess. People who ask too many questions and those who seem too interested in how you augment your magic are your enemies. Eliminate them when you can and flee when you can't.

Because of your widespread unpopularity, you tend to stay on the move. You can choose to work alone, or you can join one of many groups known as covens that are made up of like-minded spellcasters. Covens face extermination if their presence is revealed, so they rarely settle in one city for long. Instead, they move from community to community, trying to stay one step ahead of the Seropaeneans (see page 90), witch slayers (see page 67), and hostile binders that pursue them. A high-level anima mage, known as a vessel, periodically guides the members of his coven to new lairs where its members can safely pursue their art.

As a member of a coven, you spend a portion of your time helping more experienced members research vestiges. In the process, you learn the techniques of summoning vestiges and how to make the most of them once they are bound. In time, you might grow powerful enough to instruct new anima mages, or even start your own coven.

Raeleus, a tiefling anima mage

COMBAT

Blending the best parts of arcane spellcasting with the granted powers of a bound vestige provides you with a plethora of options in combat. You can boost your defenses with spells while hammering away at your opponents with the vestige's granted abilities, or you can exploit the vestige's abilities to gain an advantage in a nasty fight.

As you advance in this prestige class, you can augment more of your spells with metamagic feats without affecting spell level. Thus, you can boost spells as needed without having to prepare them in advance or take extra time to cast them. You can also expand your spell capability by using the exploit vestige ability to gain a new spell slot, though doing so costs you a vestige-granted ability.

When you reach the pinnacle of your power as an anima mage, you can cast a stilled, silent spell as an immediate action once per day. This ability can be invaluable for getting out of a tight spot.

Table 1–3: The Anima Mage **Hit Die: d4**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Soul binding +1	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Exploit vestige, soul binding +2	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Soul binding +3, vestigial awareness	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Soul binding +4	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Soul binding +5, vestige metamagic (1/day)	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Soul binding +6	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Soul binding +7, vestige metamagic (2/day)	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Soul binding +8	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Soul binding +9, vestige metamagic (3/day)	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Soul binding +10, vestige casting	+1 level of existing arcane spellcasting class

Class Skills (2 + Int modifier per level): Bluff, Concentration, Craft, Decipher Script, Diplomacy, Intimidate, Knowledge (all skills, taken individually), Profession, Spellcraft.

Illus. by W. England

ADVANCEMENT

Covens recruit new members slowly, testing candidates for loyalty, subtlety, and skill before revealing the secrets of exploiting vestiges. Attaining the first level in this prestige class represents earning the basic trust of your comrades. At this point, you are recognized as possessing valuable talent and offered full membership. Now that you know the fundamentals of binding a vestige and coercing it to augment your spellcasting abilities, you have taken the first step on the dark road to becoming an anima mage.

Even though you have earned a place in the coven, the other members might not trust you with their greatest secrets for some time. Initially, you must spend most of your time training—learning the various tactics and techniques for coercing vestiges. In the few hours remaining in a day, the coven expects you to practice what you have learned. The senior members insist upon this rigorous training because they know that their enemies, always quick to destroy anima mages, will seize upon any weakness you display.

With mastery of these techniques comes the freedom to undertake your own missions and expand your arcane knowledge as you see fit, so long as you never reveal the origins of your training. Failure to safeguard the coven constitutes grounds for lethal punishment.

As you advance in the anima mage prestige class, consider investing some skill points in Spellcraft and Concentration, which increase your ability to cast spells under pressure and counter those directed at you.

RESOURCES

Membership in a coven offers many benefits. The other members are familiar with many different vestiges, so working with them allows you to broaden your options considerably. Likewise, all the other members are spellcasters. Many possess spells and equipment to which you might not otherwise have access. If you prepare spells in advance, friends within the group can provide you with additional spells for your spellbook. Since many anima mages also manufacture magic items, you can often pick up wands, scrolls, and other useful equipment at a discount.

Finally, given the number of enemies that users of pact magic accumulate, the value of sheer numbers cannot be underestimated. Allies greatly lessen the threat posed by Seropaeneans and witch slayers alike. Thus, though your allies might be indifferent to you at the start, ingratiating yourself with them early can help to ensure your continued survival.

ANIMA MAGES IN THE WORLD

"Reckless fools! They know not what they do."
—Alabrast von Vegre, binder

Anima mages make compelling villains for a campaign. They exploit vestiges mercilessly, believing their power to be an inexhaustible resource. An NPC anima mage might be a former colleague of the party who, lusting for more power, turned to pact magic to advance his abilities. Alternatively, an entire coven of anima mages might be working within a wizard's guild, spreading like a cancer through the organization's ranks and turning it into a force for evil.

Anima mages can also provide an excellent way to introduce pact magic into your games. Such a character can appear either as an opponent (thereby forcing the characters to learn more about their enemy), or as an ally (who can lure PCs into taking up pact magic).

DAILY LIFE

Although the life of an anima mage is difficult, it is also filled with scholarly wonder. Those who pursue the study of magic enhanced by the power of vestiges spend much of their time researching new spells, poring over forbidden tomes and manuscripts to learn more about vestiges, and training to master these unruly entities. They must remain constantly on their guard against enemies, however, because those who wish to prevent the spread of pact magic could descend upon these renegades at any time.

Coven leaders, known as vessels, supervise their fellow anima mages closely. These senior members act quickly to curb internal disputes, instill discipline in the junior ranks, and reinforce awareness of shared dangers. They know better than the others that only by standing together can a coven prevail against its foes. Perhaps the most important responsibility of a vessel, however, is to establish and maintain a network of spies in his adopted city. Though such a covert organization is expensive to maintain, these "eyes and ears" allow the anima mages to monitor the activities of visiting clerics, witch slayers, and Seropaenean agents (see page 90) without exposing their presence. No spy knows any other spies in the coven's service, so the capture of any one agent cannot expose the network or compromise the security of the anima mages. Many spies die mysteriously when a coterie of witch slayers descends upon a town, but as far as the vessels are concerned, individual lives are expendable when the safety of the coven is at stake.

NOTABLES

An ex-slaver, sorcerer, binder, and scholar named Agra was the first to discover that binding a vestige carried other magical consequences. Agra was a vicious woman who saw little value in other people—let alone these wisps of personality called up from who knows where. She cared not at all that by using the vestiges as fuel for her spellcasting, she lessened their contact with the world through her.

When word reached Syfal, the acknowledged founder of pact magic, he exiled Agra, declaring her an enemy to all. Agra left, but not before betraying Syfal to the Seropaeneans.

In later years, Agra surrounded herself with students and began to teach them what she had learned. As her coven grew more powerful, many of its members began to resent Agra for the knowledge she guarded. One night, her students murdered her in her sleep. When the tortured vestige inside her was released, it laughed to see the first anima mage drowning in her own blood.

ORGANIZATION

An anima mage coven consists of four to twelve members of varying levels. The highest-level anima mage serves as the leader, or vessel. The vessel names the coven, often incorporating the name of the vestige that its members most often bind to create fanciful monikers such as the Fist of Amon or the Seekers of Dantalion.

Beneath the vessel, all members are equal in name, though seniority ranks them in fact. The voices of longstanding members carry more weight than those of the newcomers, and the vessel always awards any contested item to the most senior member who claims it. Those who disagree with the edicts of the vessel are free to leave and start their own covens, but doing so earns them the enmity of the abandoned coven and often results in a brutal war.

The internal unity that vessels maintain ensures that covens are rarely splintered by factionalism and conflict is kept to a minimum. Instead, anima mages save their hatred for the Order of Seropaenes (see page 90) and the witch slayers (see page 67) who hunt them. The relentless forces arrayed against anima mages force them to cooperate, even when their personal agendas clash.

NPC REACTIONS

Binders view the exploitation of vestiges as a blasphemy, so it is no surprise that their attitude toward anima mages is hostile. Multiclass binders might be unfriendly or even indifferent to anima mages, depending on their views about the nature of vestiges. Members of the Order of Seropaenes despise anima mages even more than they do binders and usually attack the former on sight.

Few people other than the users of pact magic and their immediate enemies know much about anima mages—in fact, most can't really distinguish them from other spellcasters. Since most people are indifferent toward users of pact magic, the same attitude generally extends to anima mages. Those who do know a little about pact magic tend to react poorly when they learn how anima mages exploit vestiges. Such characters are usually unfriendly at best, although evil ones might be indifferent.

ANIMA MAGE LORE

Characters with ranks in Knowledge (arcana) can research anima mages to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Anima mages use a rare form of spellcasting that lets them suddenly augment their spells.

DC 15: An anima mage's power stems from bound spirits.

DC 20: An anima mage binds an unusual spirit called a vestige, then coerces it into augmenting his spells. This practice is so abhorrent that even binders oppose anima mages.

DC 25: These strange spellcasters gather in covens and coexist alongside other people. Anyone, anywhere, could be an anima mage.

Any PC trying to contact an anima mage or a coven must succeed on a DC 25 Gather Information check to locate the appropriate intermediary for the group. Anima mages rarely reveal themselves in public.

ANIMA MAGES IN THE GAME

Like other practitioners of pact magic, anima mages hide from the world. A typical anima mage appears to be an ordinary sorcerer or wizard, but he harbors a dark secret, practicing his forbidden magic only in the safety of his home or laboratory.

This prestige class appeals to players who like to run darker characters. Because the morality behind the anima mage's art is questionable, players who enjoy roleplaying internal conflict readily seize on this class. When you have an anima mage in your campaign, you can propel the storyline forward simply by populating your world with recurring villains who exist only to capture or kill these characters. If you adopt such an approach, however, let the anima mages catch sight of their pursuers before slipping away. Such staging tends to enhance the sense that the characters have made a narrow escape. Reward players who make an effort to conceal their characters' identities and talents by giving them plenty of opportunities to interact with those hunting them.

ADAPTATION

Anima mages needn't exploit vestiges to gain power—the vestiges could volunteer the added powers to an anima mage in recognition of his spellcasting ability. You could also relax the prerequisites to open this prestige class to any spellcaster—or even a psionic character.

A more sinister version of the anima mage could bind fiends or celestials instead of vestiges. To do so, the character would use the soul binding ability as described on page 10. An anima mage who succeeds in coercing such an outsider (DC equals the creature's CR + its HD) gains a bonus spell slot, as noted in the exploit vestige ability description, but no special abilities.

SAMPLE ENCOUNTER

PCs exploring an ancient ruin might encounter a coven of anima mages looking for old manuscripts. Alternatively, a cell of anima mages might be working inside a wizard's school, corrupting the students. A group of anima mages might even attack the PCs, believing that they somehow know about the coven's activities.

EL 9: Raeleus, a particularly ambitious anima mage, has a tattoo of a second face over his own. He and his lover, an erinyes (*MM* 54), ambush the PCs, believing that the party holds the secret to contacting a particular vestige.

RAELEUS **CR 9**

Male tiefling wizard 5/binder 3/anima mage 1
LE Medium outsider (native)
Init +2; **Senses** darkvision 60 ft.; Listen +0, Spot +0
Languages Common, Draconic, Elven, Infernal, Orc

AC 14, touch 13, flat-footed 12
hp 42 (9 HD)
Resist cold 5, electricity 5, fire 5
Fort +7, **Ref** +6, **Will** +11; +2 insight bonus on saves against supernatural special attacks

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Speed 30 ft. (6 squares)
Melee mwk dagger +4 (1d4–1/19–20)
Ranged light crossbow +6 (1d8/19–20)
Base Atk +4; **Grp** +3
Special Actions disguise self (DC 14), Naberius's skills (Tumble), persuasive words (*command*), silver tongue
Combat Gear *necklace of fireballs* (type I), *potion of fly*, *wand of magic missiles* (CL 3rd)

Wizard Spells Prepared (CL 5th):
3rd—*dispel magic* (2), *lightning bolt* (DC 16)
2nd—*invisibility, knock, Melf's acid arrow* (ranged touch +6), *web* (DC 15)
1st—*charm person* (DC 14), *expeditious retreat, mage armor, magic missile*
0—*daze* (DC 13), *detect magic, read magic, touch of fatigue* (melee touch +3, DC 13)
Spell-Like Abilities (CL 9th):
1/day—*darkness*
Vestige Typically Bound (EBL 4th, binding check 1d20+8): Naberius

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Abilities Str 8, Dex 15, Con 12, Int 16, Wis 10, Cha 15
SQ familiar (none at present), faster ability healing, pact augmentation (+5 hit points), soul binding (1 vestige, 2nd level), suppress sign
Feats Combat Casting, Defense against the Supernatural, Scribe Scroll^{B}, Silent Spell, Skilled Pact Making, Still Spell^{B}
Skills Bluff +11, Concentration +9 (+13 casting defensively), Decipher Script +4, Diplomacy +6, Disguise +2 (+4 acting in character), Gather Information +4, Hide +4, Intimidate +10, Knowledge (arcana) +13, Knowledge (the planes) +12, Sense Motive +2, Spellcraft +13, Survival +0 (+2 on other planes)
Possessions combat gear plus masterwork dagger, light crossbow with 10 silvered bolts, *ring of protection +1, bracers of armor +1, cloak of resistance +2,* 50 gp
Spellbook as above plus 0—all; 1st—*animate rope, mount, obscuring mist, ray of enfeeblement, shield, sleep;* 2nd—*alter self, false life.*

NEW SPELL: VESTIGEWRACK

After a few failed attempts at binding vestiges, anima mages devised the spell known as *vestigewrack*. This spell briefly inundates vestiges with the sensations of a physical form, thereby making the spirits more amenable to binding. Much to their surprise, the anima mages discovered that the spell also affected other incorporeal creatures, such as ghosts and wraiths.

VESTIGEWRACK

Necromancy [Evil]
Level: Blackguard 2, cleric 2, sorcerer/wizard 2
Components: V, S, F
Casting Time: 1 standard action
Range: 20 ft.
Targets: One incorporeal creature or apparition/level in a 20-ft.-radius emanation centered on you
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

You hold the curved dagger aloft, and as you slice it through the air at the incorporeal creature before you, you speak words of power that remind it of the life it once had, and the pain of its loss.

Clutching a curved blade, you make a downward cutting motion that produces a field of pulsing, unholy, red light around you. Each incorporeal creature within this light must succeed on a Fortitude save or be wracked with sensations of loss. This effect manifests as a –2 penalty on attack rolls, damage rolls, skill checks, and saves for as long as the creature remains in range, and for 1d4 rounds afterward. In addition, every corporeal user of pact magic gains a +2 bonus on binding checks made against any vestige within range of this spell.

Focus: An ornate sacrificial dagger or kukri worth 300 gp.

KNIGHT OF THE SACRED SEAL

"I serve Paimon, a prince among men who was martyred for love. Can you claim your cause to be so righteous?"
—Gaerius, Paimon-Bound Knight of the Sacred Seal

A knight of the sacred seal is never alone because she has formed a true partnership with a single vestige. Her oath requires her to champion and protect her patron vestige, to take its seal as her symbol, and to advance its goals in the world. As her relationship with her patron vestige deepens, a knight of the sacred seal taps a well of abilities unavailable to other binders, becoming more than she once was. Though she can bind other vestiges, she chooses not to because the connection she shares with her companion offers strange new powers.

BECOMING A KNIGHT OF THE SACRED SEAL

The binder class is the easiest path into the knight of the sacred seal prestige class, since binders have Knowledge (the planes) as a class skill plus the required soul binding class feature. Multiclass binders, especially those with levels in paladin or bard, also make good knights of the sacred seal, though such combinations limit the character's options for binding powerful vestiges. Charisma (for contacting vestiges), Strength (for melee combat), and Constitution (for hit points) are key abilities for a knight of the sacred seal.

ENTRY REQUIREMENTS

Alignment: Any nonchaotic
Base Attack Bonus: +4
Skills: Knowledge (arcana), Knowledge (religion), or Knowledge (the planes) 5 ranks
Feat: Weapon Focus (any weapon)
Special: Soul binding class feature

TABLE 1–4:
THE KNIGHT OF THE SACRED SEAL **HIT DIE: D10**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Aligned strike, patron vestige, soul binding +1
2nd	+2	+3	+0	+0	Soul binding +2, vestige's protection
3rd	+3	+3	+1	+1	Soul binding +3, vestige's protection aura
4th	+4	+4	+1	+1	Soul binding +4, vestige's power
5th	+5	+4	+1	+1	Apotheosis, soul binding +5, vestige's surge

Class Skills (2 + Int modifier per level): Bluff, Climb, Concentration, Craft, Diplomacy, Intimidate, Jump, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Profession, Ride, Sense Motive, Swim.

CLASS FEATURES

As a knight of the sacred seal, you gain an improved rapport with your patron vestige. This deeper tie allows you to channel the vestige's abilities to boost your own combat prowess.

Weapon and Armor Proficiency: You gain proficiency with all simple and martial weapons, and with all armor and shields (except tower shields).

Soul Binding: At each knight of the sacred seal level, your soul binding ability improves as if you had also gained a level in the binder class. Thus, your knight of the sacred seal levels and binder levels stack for the purpose of determining your bonus on binding checks, the effectiveness of your vestige-granted abilities, your ability to bind higher-level vestiges, and the number of vestiges you can bind. You do not, however, gain any other benefit a binder would have gained.

Aligned Strike (Ex): Your natural weapons as well as any weapons you wield are treated as aligned for the purpose of overcoming damage reduction. The alignment of your weapons matches your own to as great a degree as possible. Thus, if you're lawful good, your weapons strike as both lawful-aligned and good-aligned for the purpose of overcoming damage reduction, but if you're neutral good, they strike only as good-aligned. If you are neutral, your weapon strikes as one alignment component of your choice: chaotic, evil, good, or lawful. You must make this choice upon entering the prestige class and cannot thereafter change it.

Patron Vestige (Su): When you become a knight of the sacred seal, you select any one vestige that you have previously bound as your patron. You develop a stronger than normal relationship with this vestige that grants you several benefits as you advance in this prestige class. If you expel your patron vestige by means of the Expel Vestige feat or do not renew your pact with it on any given day, you lose access to all supernatural class features gained from this prestige class until such time as you contact that vestige again. You can bind other vestiges in the interim, as normal for the binder class, but you gain no additional benefits from those pacts. You are never at risk of making a poor pact with your patron vestige.

Vestige's Protection (Su): When you attain 2nd level, your relationship with your patron vestige deepens, prompting it to take steps to ensure your protection. As a swift action, you can acquire an insight bonus to your Armor Class equal to your Charisma bonus (minimum 1). The same bonus also applies on your Reflex saves. Both of these benefits last for 1 round. Once you use this ability, you cannot do so again for 5 rounds.

Vestige's Protection Aura (Su): When you attain 3rd level, your patron vestige extends its protection to all creatures adjacent to you whom you designate as friends. Whenever you activate your vestige's protection class feature, those benefits apply to all designated allies adjacent to you.

Vestige's Power (Su): At 4th level, you can draw upon the power of your patron vestige to augment your fighting abilities as a swift action. You gain a +2 bonus to Strength, a +2 bonus to Constitution, a +10-foot bonus to your base land speed, and a +4 bonus on Will saves for 1 round. Once you have used this ability, you cannot do so again for 5 rounds.

Apotheosis (Su): At 5th level, your type changes to outsider, and you gain the native subtype (see the perfect self monk class feature on page 42 of the *Player's Handbook*). You also gain damage reduction 10/magic.

Vestige's Surge (Su): At 5th level, once per day, when you activate one of your patron vestige's powers, or your vestige's protection or vestige's power class feature, you can choose to activate that ability again immediately rather than waiting the usual 5 rounds.

Multiclass Note: A paladin who becomes a knight of the sacred seal can continue advancing as a paladin.

PLAYING A KNIGHT OF THE SACRED SEAL

You bear several important responsibilities—to protect your patron vestige, to treat it as you would have others treat you, and to protect others like yourself. Dedicated to all servants of the vestiges, you make it your business to face down those who persecute your kind. A person in your position must expect treachery at every turn, so be on the lookout for suspicious individuals who ask too many questions about your charge. One lapse, and not only is your life on the line, but so are the lives of all those who share your devotion to the vestiges.

As a knight of the sacred seal, you rarely work alone. Upon choosing your patron, you have the opportunity to join a group called a unit, wherein each knight binds the same vestige as you do. The unit's shared appreciation for this vestige allows its members to buttress their resolve in the face of a world hostile to their beliefs. Most units also work with other binders, acting as guardians for the users of pact magic. Each unit is led by a commander, who is always the highest-level knight of the sacred seal in the group. Her word is law, and the members of her unit serve her without question. The hierarchy within the unit is rigid, reflecting the depth of understanding and friendship between an individual knight and her patron. If the group grows too large, it breaks into two separate units, each with its own commander.

COMBAT

Your patron vestige helps you in combat. The versatility that its aid provides allows you to modify your tactics depending on the opponents you face. In general, you prefer a straight-up fight rather than a match based on subterfuge. You prefer to press forward into the thick of enemies, swinging your weapon with a verve inspired by your patron vestige. Make sure you select effective combat feats, such as Spring Attack, Improved Critical, and Power Attack, to make the most of your abilities.

In addition to your combat prowess, the supernatural abilities bestowed upon you by your vestige provide you with a good mix of combat options. Your tactics should emphasize the specific powers to which you normally have access.

As you attain higher levels in the prestige class, your patron vestige begins to take an active role in your defense. The bonus it grants to Armor Class and on Reflex saves can often save your life. Eventually, the vestige also extends these benefits to your allies, making you a central figure in any fight.

When you gain the vestige's power ability, you can suddenly augment your combat prowess in much the same way as the barbarian can with his rage ability. The speed bonus lets you take better take advantage of flanking opportunities, slip past your enemies, and destroy thinly protected spellcasters. Furthermore, the boost to your Constitution temporarily increases your hit points, thereby improving your staying power in combat.

ADVANCEMENT

Units remain watchful for kindred souls who display an affinity for a particular vestige and an inclination toward combat. They offer membership only to those they feel would make effective defenders of their patrons.

Your first level in this prestige class is an indication that your chosen vestige and those who already serve it approve of you. As a new knight of the sacred seal, you must do your part to stand watch over the enclave or safe house of your unit and patrol its borders with other new recruits. Yours is a martial responsibility, and those associated with you depend on your skill at arms and your relationship with the group's vestige for defense. During your downtime, you are expected to continue developing a rapport with your patron. In time, the commander might send you on recruiting missions to track down independent binders with outlooks similar to your own. Once you reach that point, you have time to pursue your own interests and adventures in addition to your regular duties.

Your Sense Motive skill is vital for detecting suspicious individuals and would-be spies, so keep improving it as you attain higher levels. Like other martial characters, you should spend your gold primarily to improve your weapons and armor, though potions and oils are always useful. Don't neglect combat feats that can make you a powerful combatant when used with your vestige's surge ability.

RESOURCES

Membership in a unit offers several benefits, but perhaps the most important is that you always have official help available when undertaking missions for the commander. Fellow knights in the same unit have starting attitudes of helpful, so they pitch in whenever they can, and all are trained and capable warriors.

In addition, all knights of the sacred seal who belong to the same unit have access to its equipment and cash reserves. The commander makes loans from the unit's treasury to ensure her unit's success in protecting its members' interests and the interests of those they protect. But while the knights have access to a reasonable amount of funding, their constant movement is an expense in itself, so even common items are not always available.

KNIGHTS OF THE SACRED SEAL IN THE WORLD

"Few warriors are as honorable as these knights. It's a shame that we must destroy them."

—Sir Michael Ambrose, witch slayer

PCs who get involved with pact magic in any form are sure to run into a knight of the sacred seal eventually. The typical binder safe house employs at least one or two of these warriors, and entire units sometimes hire out as mercenaries, concealing their abilities from their employers. Such an incognito unit might be gathering intelligence about an enemy's movements or simply fighting for a cause in which its members believe. In general, however, their association with other users of pact magic makes knights of the sacred seal good resources for locating reclusive binders.

DAILY LIFE

Each unit develops a code of conduct based on the tenets important to its patron vestige. Different units—even those serving the same vestige—might develop markedly different codes, but one tenet remains the same in any unit: Members must loyally protect binders and serve the cause of pact magic honorably.

A knight of the sacred seal is a trustee of her patron vestige. Senior members of the unit serve as teachers for the junior ones, inviting them to embark on the journey to a closer relationship with the patron vestige. Many also teach the arts of war, developing their compatriots' skills with weaponry, armor, and tactics, though such exercises are always secondary to perfecting their understanding of a vestige. When not serving as instructors, knights protect their safe houses, libraries, or other enclaves, as well as those of other pact magic users.

As the face of the unit, the commander serves as an envoy, diplomat, recruiter, and politician. She seeks out groups of binders and pledges the service of the unit to their enclaves. In addition, she ensures that the unit has the proper foodstuffs, equipment, and other resources to survive. When a mission arises, the commander determines who goes, and when the unit must leave a safe house, she decides who stays behind to ensure that the rest can escape.

NOTABLES

In the long and storied history of the knights of the sacred seal, no individual shines as brightly as Morgunn, or Brave Warrior, in the tongue of dwarves. For many years, Morgunn hid her abilities and the vestige that she had bound herself to because she knew that few others would understand her dedication. For many years, she lived alone in a small village of gnomes and dwarves in the Stark Mounds—a range of old mountains that are now little more than hills.

Then the giants came. Boiling out of the higher peaks, these vicious monsters descended the slopes, bent on conquest and destruction. As they approached, ropes of drool swinging in time with their tree-trunk clubs, Morgunn revealed herself for what she was. Throwing off her disguise, she let loose a war cry augmented by the force of her vestige and charged the lead giant in an act of ultimate courage. The fleeing village warriors rallied at the sight and launched themselves against their attackers. Though the giants destroyed the village and slew all its inhabitants, the legend of Morgunn the Possessed still rings in those old hills, and in the hearts and minds of those who followed in her footsteps.

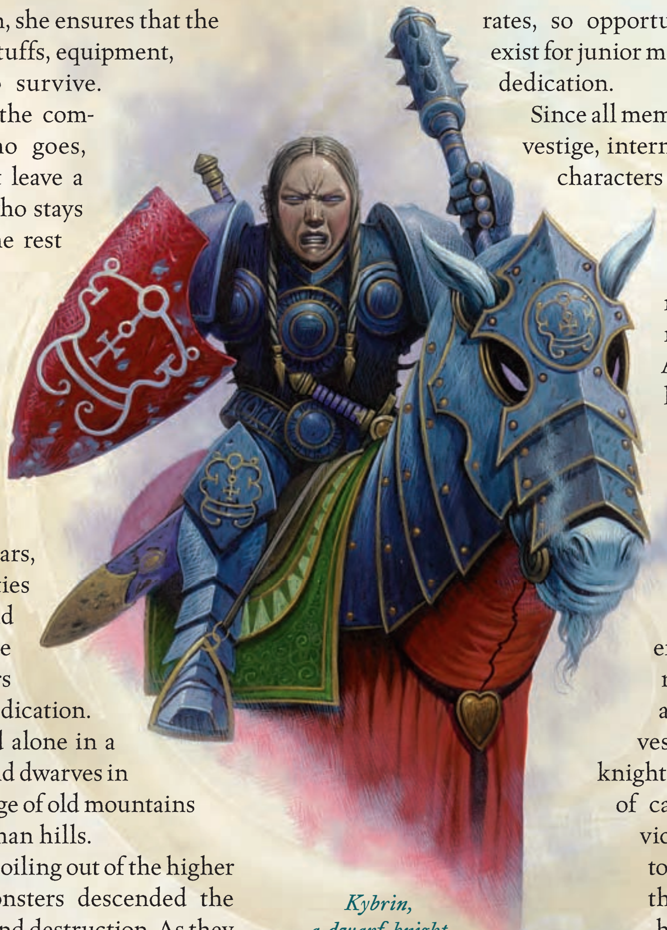
ORGANIZATION

A unit generally consists of five to twenty members. The highest-level knight of the sacred seal in the group assumes the role of commander. Many units serve cells of binders as guardians, soldiers, and sentries to protect and nurture the use of pact magic. Unprotected binders might also recruit units or solitary knights of the sacred seal by monitoring witch slayer movements. But whether binders and knights find one another through word of mouth, sympathizers, or simply luck, they regularly join forces against larger threats.

Within a unit, the commander has absolute authority. Beneath her are one to three advisors, called sergeants, each of whom oversees three to five knights. Promotion is based on merit—the better a knight's performance, the higher she climbs in status. Most units have high attrition rates, so opportunities for advancement always exist for junior members who display ambition and dedication.

Since all members of a given unit bind the same vestige, internal conflict is rare, even between characters of differing alignments. A knight of the sacred seal follows the code of her unit and adheres to its structure, regardless of her moral or ethical outlook. Thus, a neutral evil knight might serve Agares alongside a lawful good knight in the same unit. Both protect binders and adhere to the ideals of truth and loyalty that they believe Agares represents, though they differ in their means to that end.

Knights belonging to different units might share a friendly rivalry, often competing with one another to prove their respective vestiges better. However, not all knights of the sacred seal share this sense of camaraderie. In fact, some units viciously oppose one another due to longstanding enmity between their vestiges—for example, the hatred between Karsus and Amon puts their units irrevocably at odds. Such opposing knights could find themselves drawn into bloody battles on behalf of their patrons. True wars between units are rare, however, because knights of the sacred seal quickly learn to stay away from those who champion opposing vestiges.



Kybrin,
a dwarf knight
of the sacred seal

NPC REACTIONS

Binders are generally friendly toward knights of the sacred seal, since the two groups share a common interest. Toward knights who serve as their guardians, their attitudes improve to helpful. However, the two groups could have disparate views and morals that ultimately lead to conflict. In such cases, the knights and binders typically part rather than fight one another. The foes of pact magic are many, and both groups prefer not to waste lives and resources with infighting.

Illus. by W. England

Meetings between knights of the sacred seal and anima mages are usually tense at best, considering the relationship between the knight and her bound vestige. Anima mages believe the hatred that the knights bear them is misguided, but they understand its source, so they tend to avoid knights of the sacred seal at all costs. When forced to interact with their nemeses, the anima mages are unfriendly.

Clerics, paladins, and other characters opposed to pact magic see knights of the sacred seal as perversions, or at least as confused individuals who dabble in the forbidden. At best, such characters are unfriendly, but most tend to be hostile.

KNIGHTS OF THE SACRED SEAL LORE

Characters with ranks in Knowledge (history) can research knights of the sacred seal to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Knights of the sacred seal belong to an esoteric order of warriors enhanced with otherworldly power.

DC 15: The source of their power comes from a particular spirit called a vestige, with which they forge a deep relationship.

DC 20: Binders often employ knights of the sacred seal as guardians for their enclaves. Where you find a knight of the sacred seal, you're bound to find a binder.

KNIGHTS OF THE SACRED SEAL IN THE GAME

How you introduce pact magic into your game best determines how to incorporate this prestige class into an ongoing campaign. Because knights of the sacred seal are secretive by necessity, you could simply decide that they have had a presence in your campaign all along but operated beneath the notice of the authorities.

Players who like the features of the paladin class but not its alignment can turn to this prestige class to get the best of both worlds. A PC knight of the sacred seal is at her best when paired with another character, preferably a binder. The interaction between protector and protected creates excellent opportunities for roleplaying. If you have a knight of the sacred seal in your game, be sure to provide plenty of opportunities for her to express her devotion and dedication to her bound vestige and its particular agenda.

ADAPTATION

Binders and knights of the sacred seal need not have such a close connection. Perhaps the knights of the sacred seal are more militant in their approach to pact magic—or maybe they actively oppose witch slayers, taking the battle directly to their oppressors.

Even if you don't use pact magic in your campaign, you can still utilize this class. Instead of binding a vestige, perhaps a knight of the sacred seal voluntarily accepts possession by a ghost or a fiend. Such an arrangement changes the typical alignment of this class to evil, unless you use the guidelines for ghosts presented in *Ghostwalk*.

SAMPLE ENCOUNTER

When designing an encounter with a knight of the sacred seal, decide first what her code is and whether or not she works with a unit. Beyond those considerations, the nature of her patron vestige should make a dramatic difference in how the knight interacts with others. For example, a knight devoted to Aym might crusade against greed, adopt a vow of poverty, and help the poor on a regular basis, while a knight devoted to Focalor might seek to comfort the grieving in addition to protecting binders.

EL 9: Ordered by her unit to stay behind, Kybrin is fighting off a group of six paladins sent by the Order of Seropaenes when the PCs encounter her. Her foes are bent on destroying the knights simply because the latter are users of pact magic.

KYBRIN CR 9

Female dwarf binder 7/knight of the sacred seal 2
LN Medium humanoid
Init –1; **Senses** darkvision 60 ft., Listen +1, Spot +1
Languages Common, Dwarven; empathic link, true speech

AC 22, touch 10, flat-footed 22; +4 against giants
hp 73 (9 HD); fast healing 1
Immune disease, fear, poison
Resist slippery mind, stability (+4 against bull rush and trip)
Fort +12 (+14 against poison), **Ref** +2, **Will** +7; +2 on saves against spells and spell-like effects

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Speed 20 ft. (4 squares)
Melee *+1 heavy mace* +13/+8 (1d8+3) or
Melee *+1 heavy crossbow* +9 (1d10+1/19–20)
Base Atk +7; **Grp** +9
Atk Options +1 on attacks against orcs and goblinoids, aligned strike (lawful), earth and air mastery, Improved Sunder, Power Attack, vestige's protection +2
Special Actions earthshaking step once/5 rounds (DC 17), elemental companion (Small), healing gift (1 or 1d8+9 as a full-round action)
Combat Gear 2 *potions of cure moderate wounds*

Vestiges Typically Bound (EBL 9th, binding check 1d20+11): Agares, Buer

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Abilities Str 14, Dex 8, Con 16, Int 10, Wis 12, Cha 14
SQ Buer's knowledge, Buer's purity, delay diseases and poisons, pact augmentation (+2 on attack rolls), patron vestige (Agares), soul binding (2 vestiges, 4th level), stonecunning (*PH* 15), suppress sign
Feats Cleave, Improved Sunder, Negotiator^{B}, Power Attack, Track^{B}, Weapon Focus (heavy mace)
Skills Appraise +0 (+2 stoneworking or metalworking), Diplomacy +11, Gather Information +5, Heal +5, Jump –4, Knowledge (nature) +4, Knowledge (the planes) +5, Ride +1, Sense Motive +7, Spellcraft +1, Survival +5 (+7 on other planes)
Possessions combat gear plus *+1 full plate, +1 heavy steel shield, +1 heavy mace, +1 heavy crossbow* with 10 silver bolts, *ring of protection +1, cloak of resistance +1,* 15 gp

SCION OF DANTALION

"The light of the Star Emperor guides me. His blood runs in my veins, and I am one of his princes."

—Breven Hulstoff, human binder

Scions of Dantalion trace their lineage to an ancient, long-forgotten human empire—a civilization in which justice, love, and art reigned supreme. They maintain that the rulers of this realm led their people to such a height of beauty and righteousness that they rivaled the stars of the heavens in the awe they could inspire. The gods saw their accomplishments and grew envious. In their jealous rage, they destroyed the empire and cursed its nobility, decreeing that no one from that line could ever join them in the afterlife.

Scions of Dantalion believe themselves to be part of this line, cursed by the gods but blessed by association with Dantalion, the vestige that is the conglomeration of all their ancestors' souls. The scions believe that their destiny is to one day take up the crown, bear the scepter of rulership, and rebuild the empire that could rival the stars.

BECOMING A SCION OF DANTALION

A scion of Dantalion must be able to bind Dantalion. Since Knowledge (nobility and royalty) is a cross-class skill for binders, a level of bard, wizard, or paladin eases entry but slows progression in the binder class, thereby delaying the candidate's contact with Dantalion. Thus, a candidate with a high enough Intelligence score to gain more than 2 skill points per level should remain a binder and simply devote cross-class skill points to Knowledge (nobility and royalty). A binder who manages to gain extra ranks in Knowledge (nobility and royalty) might want to take enough to gain the +2 synergy bonus on Diplomacy checks.

ENTRY REQUIREMENTS

Race: Half-elf, half-orc, or human
Skill: Knowledge (nobility and royalty) 2 ranks
Special: Ability to bind Dantalion

CLASS FEATURES

Dantalion favors his scions above all others. When you make a pact with Dantalion, the abilities he grants become more potent, and you gain additional powers as well—some of which you can use even when you are not bound to Dantalion.

Soul Binding: At each scion of Dantalion level, your soul binding ability improves as if you had also gained a level in the binder class. Thus, your scion of Dantalion levels and binder levels stack for the purpose of determining your bonus on binding checks, the effectiveness of your vestige-granted abilities, your ability to bind higher-level vestiges, and the number of vestiges you can bind. You do not, however, gain any other benefit a binder would have gained.

Favored of Dantalion (Ex): You need never worry about succumbing to Dantalion's influence because you automatically succeed on the binding check when making a pact with him. You can hide or show Dantalion's sign as desired, as though you possessed the suppress sign class feature (see page 11).

With each new level you take in the scion of Dantalion prestige class, Dantalion's seal (see page 28) includes another face. Thus, the sign appears as two vestigial faces on your torso at 1st level and as six faces at 5th level. When you activate an ability granted by Dantalion or by the scion of Dantalion prestige class, the eyes and mouths of the faces briefly open to reveal distant stars set in darkness.

Scholarship of Dantalion (Su): Your connection to Dantalion gives you occasional flashes of insight into a variety of topics. Once per day per scion of Dantalion level, you can reroll any Knowledge check you just made. You must abide by the result of the reroll, even if it's worse than the original roll.

Improved Read Thoughts (Su): At 2nd level, whenever you use the read thoughts ability granted by Dantalion, you gain full knowledge of the target's surface thoughts on the first round of concentration, assuming that it fails its Will save. Normally, you know its surface thoughts only after 3 rounds of concentration. Once you have used this ability, you cannot do so again for 5 rounds.

Swift Awe of Dantalion (Su): Beginning at 2nd level, you can activate your awe of Dantalion ability as a swift action instead of a move action whenever you are bound to that vestige. Once you have used this ability, you cannot do so again for 5 rounds.

Overwhelming Thoughts (Su): Beginning at 3rd level, you can choose to overwhelm the thoughts of any creature you target with the read thoughts ability granted by Dantalion. As a standard action, you send your thoughts out to a single creature whose thoughts you are reading (so it has already failed its Will save against your read thoughts ability), forcing it to succeed on a Will save (DC 10 + 1/2 your effective binder level + your Cha modifier) or be dazed for 1d4 rounds. During this time, you can maintain concentration on your read thoughts ability and, as a move action, continue to read the thoughts of a creature you have dazed on subsequent rounds. A successful save allows the creature to break free of your thought reading.

Dantalion's Glare (Su): From 4th level on, you can use a standard action to intensify Dantalion's sign and glare through its eyes. The starry voids in the eyes of Dantalion's sign blaze forth with the brightness of an exploding star, affecting all creatures in a 30-foot cone. Every creature within this area must succeed on a Fortitude save (DC 10 + 1/2 your effective binder level + your Cha modifier) or be blinded for 1d4 rounds.

You must be showing at least one face of Dantalion's sign to use this ability. If the face is hidden beneath clothing, you can reveal it as a free action that does not provoke attacks of opportunity, so long as you have a hand free. If the face is hidden beneath armor, you must have a free hand and use a standard action to reveal the sign. Doing so provokes attacks of opportunity, and you take a –2 penalty to AC while revealing the sign in this manner.

Once you have used this ability, you cannot do so again for 5 rounds.

Improved Thought Travel (Su): Beginning at 4th level, you can use the thought travel ability granted by Dantalion as a move action.

Read Multiple Thoughts (Su): When you attain 5th level, the increased strength of your connection with Dantalion allows you to simultaneously target a number of creatures equal to your Charisma modifier (minimum 2) with the read thoughts ability granted by Dantalion. Each of the targets must be within range (5 feet per effective binder level). You can use this ability in combination with either your improved read thoughts or your overwhelming thoughts class feature, or both.

PLAYING A SCION OF DANTALION

You are part of a truly great royal lineage. The human kings and queens of today are but pale reflections of your ancestors, who ruled over a celestial empire so magnificent that even the gods could not bear its brilliance. The curse invoked upon your line by those same deities prevents you from joining them in the afterlife. Instead, when you die, you will join Dantalion, the conglomeration of all the souls in your line. Yet destiny offers you a reprieve. One day, the scions of Dantalion will rebuild the celestial empire and free Dantalion from the prison of his vestige nature.

Because scions of Dantalion are all members of an extended royal family, your fellow scions deserve great respect and good treatment from you. Some scions claim closer relationships to the celestial royalty than others, but such assertions are largely meaningless. The one important fact is that other scions of Dantalion belong to the same legacy as you do, and are likewise committed to guiding humanity toward truth, justice, and unity. One day, your efforts, and those of scions like you, will allow all people to understand the essential righteousness of knowledge, art, and equality among humans, and the celestial empire can rise again. Until that day, you must lead by example, proving your nobility by your good works and steady guidance.

COMBAT

As a low-level scion of Dantalion, you can benefit from the same tactics as any other binder who makes a pact with that vestige. In particular, you can use your thought travel ability to move about a battlefield, covering lots of ground without provoking attacks of opportunity. Unlike other binders, however, you have access to the swift awe of Dantalion ability, which can be quite useful in protecting yourself from harm.

As you grow in power, your improved read thoughts and overwhelming thoughts abilities come into play. By judiciously combining the use of these powers, you can neutralize a powerful foe—perhaps long enough for you and your allies to achieve victory.

At high levels, you can use improved thought travel to appear amid distant foes. Once there, you can blind them with Dantalion's glare. Finally, the pinnacle ability improves your read thoughts and overwhelm thoughts abilities by allowing you to affect multiple foes with them.

ADVANCEMENT

As you advance, be sure to devote some of your resources to increasing your Charisma score. Doing so improves the saving throw DCs of the offensive abilities granted by the scion of Dantalion prestige class, as well as many abilities granted by other vestiges. When you reach the point at which you can bind multiple vestiges, consider your favored combat strategy when selecting a second vestige. Dantalion offers a good mix of abilities that can be useful in both combat and noncombat encounters, but he does not provide heightened damage-dealing powers or exemplary defensive capabilities. If you like the idea of confounding foes so that your friends can mop them up, choose another vestige that gives you the power to hamper enemies in a different way. If you enjoy wading into the thick of battle and taking down your foes, be sure to pick a vestige that grants you extra melee damage. If you're happy with Dantalion's abilities but want a better defense, select a vestige that will give you extra protection.

RESOURCES

The fact that scions share a common plight and destiny causes them to treat one another like family. Thus, you can expect a helpful attitude from another scion, even one of radically different social class or outlook. Scions generally provide one another with hospitality and aid of whatever kind they can muster. A fellow scion who believes in your personal goals might go to almost any lengths to aid you, but if your goals seem at odds with establishing the celestial empire, a bitter rivalry can result.

TABLE 1–5: THE SCION OF DANTALION HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Favored of Dantalion, scholarship of Dantalion, soul binding +1
2nd	+1	+3	+0	+3	Improved read thoughts, soul binding +2, swift awe of Dantalion
3rd	+2	+3	+1	+3	Overwhelming thoughts, soul binding +3
4th	+3	+4	+1	+4	Dantalion's glare, improved thought travel, soul binding +4
5th	+3	+4	+1	+4	Read multiple thoughts, soul binding +5

Class Skills (2 + Int modifier per level): Bluff, Concentration, Craft, Diplomacy, Gather Information, Intimidate, Knowledge (any), Profession, Sense Motive, Speak Language.

SCIONS OF DANTALION IN THE WORLD

> *"Sanctimonious madmen, the whole lot of 'em. Humans never had a celestial empire. Still, you can't say Dantalion doesn't favor them. He gives his scions more power than he'll grant me."*
>
> —Morden, dwarf binder

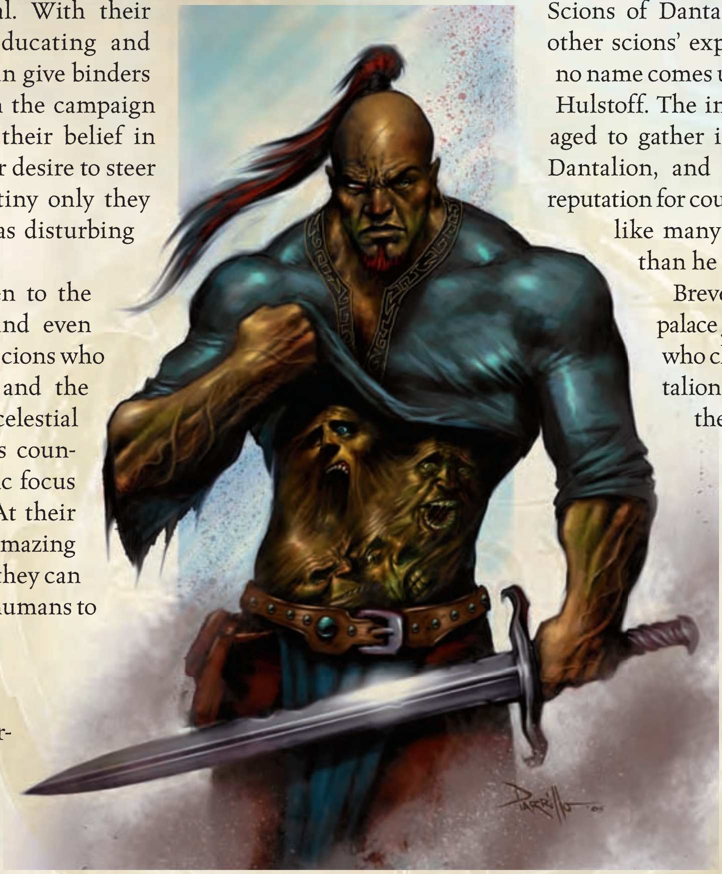
The scions of Dantalion present enormous roleplaying potential. With their magnanimous goals of educating and unifying humanity, they can give binders a more sympathetic face in the campaign world. At the same time, their belief in their own nobility and their desire to steer other people toward a destiny only they perceive are often viewed as disturbing and threatening.

Most scions remain open to the idea that other humans and even half-humans might also be scions who deserve Dantalion's favor and the chance at rulership of the celestial empire, but this attitude is counterbalanced by their myopic focus on the plight of humans. At their best, scions can be forces of amazing beneficence; at their worst, they can take their fervor for aiding humans to horrific extremes.

DAILY LIFE

Scions of Dantalion generally learn of their heritage and destiny in one of two ways. A character who is already a binder might learn of Dantalion's legend and feel a special resonance with it, or a scion of Dantalion might notice a quality of nobility in another human (or half-human) and draw that person into both pact magic and the "family" of Dantalion's celestial empire. Regardless of how scions of Dantalion come to embrace their beliefs, most seek out other members of their "family" at some point and join forces with them. Members of this prestige class share the common goal of elevating and unifying humanity, although they might differ in their means of accomplishing that end. Because of this mutual goal, they tend to be more organized and more likely to work together than other binders are.

On a day-to-day basis, scions of Dantalion attempt to advance the interests of human communities. By increasing and sustaining security, prosperity, and quality of life for humans, they hope to return humanity to the greatness of the past. Scions of Dantalion also support activities that unify disparate human groups, be they humans of different nations or just neighborhoods. The different means by which they approach their goals can cause scions to come into conflict with one another, but should such disagreements come to blows, scions typically resolve them through duels witnessed by their fellows, in the ancient dueling tradition of the nobility.



Breven Hulstoff, a human scion of Dantalion

Illus. by L. Parrillo

NOTABLES

Scions of Dantalion often relate tales of other scions' exploits to one another, and no name comes up more often than Breven Hulstoff. The influence Breven has managed to gather impresses other scions of Dantalion, and he maintains a sterling reputation for courtesy and honor. However, like many other scions, he is more than he seems.

Breven Hulstoff worked as a palace guard until he met a woman who claimed to be a scion of Dantalion. After she showed Breven the secrets of pact magic, he grew convinced of his own relationship to the ancient royalty of the celestial empire. Eventually, Breven left the palace guard on good terms to pursue pact magic. Years later, he returned to help his kingdom in a time of trouble. Breven swiftly worked his way up in the ranks of the guard with the aid of his powers, crushing anyone who stood in his way and justifying his actions with the idea that he was acting on behalf of humanity. Now Breven acts as the queen's personal guard and advisor. He is also secretly her lover, and Breven hopes to cement that relationship with marriage at some point. Unfortunately for him, the king yet lives.

ORGANIZATION

Scions of Dantalion are somewhat estranged from others who pursue pact magic. Their existence as outcasts among outcasts tends to draw them into closer bonds with one another. Thus, although scions rarely have any official organizational structure, they often meet in small groups to work toward some larger goal in secret. Individual scions bring their talents and those of their attendants and allies to the project, creating a loose network of varied folk. The differing attitudes of the people that can be involved in such a group often makes cohesive effort difficult, but at times, the blend provides the perfect tools for accomplishing the goal.

NPC REACTIONS

Most folk react to scions of Dantalion the same way they react to binders because they see little difference between the two. Humans might take issue with the scions' assertion that their bloodline will one day rule the race, but just as many are likely to appreciate the image of the past and future celestial empire. Those who favor the scions' message of justice, education, and equality in human communities probably have a friendly attitude toward scions of Dantalion.

Like all binders, scions of Dantalion can encounter trouble with religious organizations, but local leaders and their servants are often unfriendly or hostile to them as well. After all, the future celestial empire will rest upon the bones of current nations, no matter how noble the means of achieving it might be.

Scions of Dantalion have a peculiar relationship with karsites (see page 84). Both claim to be descended from human rulers of a great empire, and both claim to be destined to rule humanity. This similarity of beliefs can bring scions and karsites into conflict, but it can also bring them together. Indeed, some karsites are also scions of Dantalion. Scions who work with karsites believe that Karsus's country was the celestial empire, and that they are the descendants of that society's ruling caste. Such scions oppose deities both for throwing down Karsus and for destroying the wondrous society their ancestors built.

Most scions of Dantalion, however, reject this idea that Karsus's country was the celestial empire. They see their roles less as rulers of humanity than as stewards of the celestial empire's grace. They don't oppose spellcasters or the gods; they want to show the gods respect while rebuilding an empire that honors both humans and deities. Scions of Dantalion accept that many other humans and half-humans might be members of their "family" whether or not they show the signs. After all, a scion typically has numerous blood relations who do not practice pact magic and thus bear no signs of Dantalion's favor at all. Karsites, on the other hand, believe that only those who look like them and have their abilities are destined to rule.

SCION OF DANTALION LORE

Characters with ranks in Knowledge (arcana), Knowledge (nobility and royalty), Knowledge (the planes), or Knowledge (religion) can research the scions of Dantalion to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs. Each of the DCs below increases by 5 for Knowledge (nobility and royalty) and Knowledge (the planes) checks.

DC 15: Some powerful binders call themselves scions of Dantalion. Dantalion is one of the strange spirits they contact.

DC 20: Scions of Dantalion gain greater power from Dantalion than the average binder does. They believe they receive this benefit because they are descended from the royalty of some ancient empire, and that they will one day rebuild and rule that empire.

DC 25: Scions of Dantalion can read thoughts, daze you, and move just by thinking. You will know one by the faces he carries on his torso. Beware of them. The faces can show you stars that blind you.

DC 30: Characters who achieve this level of success can learn important details about the activities of a specific scion of Dantalion.

SCIONS OF DANTALION IN THE GAME

Scions of Dantalion are best introduced to the campaign after your players are at least somewhat familiar with the concept of pact magic. If you first establish the norm for a pact magic user (that is, a binder), the differences displayed by members of this prestige class will be all the more obvious and meaningful.

Establishing a norm also helps a player have more fun with a scion of Dantalion as a player character. Give the scion's player roleplaying and story support by providing opportunities for the character to better the plight of humanity. Such opportunities need not focus solely on the scion character; a mission to slay a marauding dragon also serves the humans of the region by ensuring their safety. If you want to provide some roleplaying tension, offer the scion player an opportunity to help humans in a way that might harm some other humanoid race. Another scion already involved in such a mission might even seek the PC scion's aid in accomplishing his goal.

ADAPTATION

The scion of Dantalion prestige class was designed for humans because of Dantalion's legend, but a small change in that legend could easily open the class to any race. Dantalion could just as easily wear elven faces, for example, or if the celestial empire was populated by all kinds of creatures, many races might be represented in his visage.

SAMPLE ENCOUNTER

NPC scions of Dantalion can easily fill either heroic or villainous roles in your campaign. For example, a scion of Dantalion might serve as a patron to the player characters, offering them rewards for service and helping them to aid human communities. Such a patron might not reveal his allegiance to Dantalion or his philosophy until he has established a strong bond of trust with the PCs. Such a patron could even be evil but treat the PCs very well until they refuse an assignment that seems immoral.

EL 15: Breven Hulstoff (see Notables, above) makes a great NPC patron for PCs. His extensive knowledge and connection to the royal family makes him a useful contact and a powerful benefactor. However, he can also act against the PCs from behind the scenes. Depending on the situation at hand, he could use his influence with the queen to declare the PCs outlaws, or with the courts to have them convicted on trumped-up charges, or with the prison by releasing criminals who are likely to work against PC interests. Because he keeps his use of pact magic secret, he is loath to display Dantalion's sign.

In combat, Breven prefers to let others do most of the fighting. He begins a fight by using improved read thoughts, followed by empowered overwhelming thoughts to stun his foes for 4 rounds. Next, he targets a foe that wasn't stunned with phantasmal killer, using the Sudden Ability Focus feat to increase the save DC. Breven then moves to attack a stunned foe, using phantasmal killer when possible and fleeing by means of thought travel and incorporeal movement should he take too much damage.

BREVEN HULSTOFF **CR 15**
Male human fighter 2/binder 10/scion of Dantalion 3
NE Medium humanoid
Init +1; **Senses** Listen +1, Spot +1
Languages Common, Elven

AC 26, touch 12, flat-footed 25
hp 118 (15 HD); **DR** 1/—
Immune detection of thoughts or emotions, fear, mind-affecting spells and abilities
Resist slippery mind
Fort +19, **Ref** +8, **Will** +12

Speed 20 ft. (4 squares)
Melee *+1 frost longsword* +18/+13/+8 (1d8+5/19–20 plus 1d6 cold) or
Melee dagger +16/+11/+6 (1d4+4/19–20)
Ranged mwk composite longbow +14/+9/+4 (1d8+4/×3)
Base Atk +11; **Grp** +15
Atk Options Cleave, Power Attack
Special Actions Empower Supernatural Ability, Extend Supernatural Ability, improved read thoughts once/5 rounds (65 ft., Will DC 20 negates), major image once/5 rounds (Will DC 20 negates), overwhelming thoughts (Will DC 20 negates), phantasmal killer once/5 rounds (130 ft., Will DC 20, Fort DC 20), Sudden Ability Focus, swift awe of Dantalion once/5 rounds, thought travel once/5 rounds (65 ft.)
Combat Gear *potion of cure serious wounds*

Vestiges Typically Bound (EBL 13th, binding check 1d20+21): Dantalion, Haures

---

Abilities Str 18, Dex 12, Con 16, Int 12, Wis 8, Cha 19
SQ Dantalion knows, favored of Dantalion, inaccessible mind, incorporeal movement, pact augmentation (DR 1/—, +1 insight bonus to AC, +1 insight bonus on attack rolls), scholarship of Dantalion, soul binding (2 vestiges, 6th level), suppress sign
Feats Alertness, Cleave^{B}, Empower Supernatural Ability, Extend Supernatural Ability, Improved Sunder, Persuasive, Power Attack^{B}, Skilled Pact Making^{B}, Sudden Ability Focus, Weapon Focus (longsword)
Skills Bluff +13, Diplomacy +14, Disguise +4 (+6 acting), Intimidate +15, Jump –14, Knowledge (arcana) +17, Knowledge (nobility and royalty) +23, Knowledge (religion) +17, Knowledge (the planes) +18, Listen +1, Ride +5, Sense Motive +8, Spot +1
Possessions combat gear plus *+2 full plate, +2 heavy steel shield, +1 frost longsword,* masterwork composite longbow (+4 Str bonus) with 20 arrows, *amulet of health +2, belt of giant strength +4, gloves of Dexterity +2, cloak of resistance +3,* dagger, 105 gp

TENEBROUS APOSTATE

"Rise again, Lord of the Outer Dark. Stand astride the barriers of life and death, of Heaven and Hell, and take up thy mantle as slayer—and king—of gods."

—Suvas J'hond, former priest of Vecna,
now a Tenebrous apostate

No other vestige is quite like Tenebrous. The remnant of the divinity once possessed by Orcus, Tenebrous is perhaps the only vestige still worshiped in some places as a god, and so tightly bound to a living—if not mortal—being. This unique status grants Tenebrous the ability to manipulate the world in ways that other vestiges cannot.

Some Tenebrous apostates revere Orcus, seeing Tenebrous as part of their sundered god and the seed from which he will one day sprout anew. Others see the corpulent fiend as the embodiment of Tenebrous's downfall. These followers believe that Tenebrous is a separate deity who attempted to manifest through Orcus, only to be laid low when the demon proved unworthy.

BECOMING A TENEBROUS APOSTATE

If you have sufficient mental fortitude and lack of scruples to devote yourself to a former demon god, you might qualify to join the ranks of Tenebrous's disciples. The vast majority of Tenebrous apostates are multiclass binder/clerics, though a rare few are binder/blackguards. Charisma is the key ability for a Tenebrous apostate, since it influences many class abilities. Wisdom and Constitution are also important because they affect divine spells and hit points, respectively.

ENTRY REQUIREMENTS

Alignment: Any nongood
Skills: Knowledge (religion) 5 ranks, Knowledge (the planes) 8 ranks
Special: Ability to bind Tenebrous
Special: Ability to turn or rebuke undead
Special: Must worship Tenebrous as a god

CLASS FEATURES

As a servant of Tenebrous, you gain power over darkness and undeath.

Spellcasting: At each level beyond 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one divine spellcasting class before becoming a Tenebrous apostate, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Soul Binding: At each Tenebrous apostate level beyond 1st, your soul binding ability improves as if you had also gained a level in the binder class. Your Tenebrous apostate levels and binder levels stack for the purpose of determining your bonus on binding checks, the effectiveness of your vestige-granted abilities, your ability to bind higher-level vestiges, and the number of vestiges you can bind. You do not, however, gain any other benefit a binder would have gained.

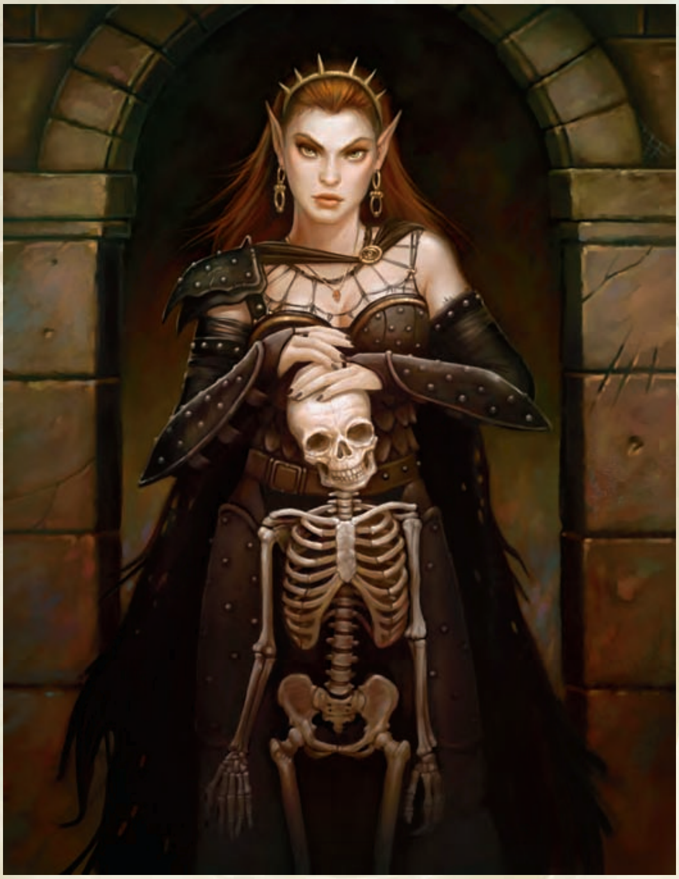
Eternal Bondage (Ex): You no longer need to summon Tenebrous every day; you are bound to him constantly. You cannot choose to bind a different vestige in his place. However, you can still attempt a binding check each day to negate his influence.

Tenebrous's Rebuke (Su): When you use the turn or rebuke undead ability granted by Tenebrous, your connection to your dark master allows you to channel the energy in a unique way. You can use a turn attempt to deal 1d6 points of damage per effective turning level you possess to every undead creature within 30 feet. Each affected undead can attempt a Will save (DC 10 + your effective turning level + your Cha modifier) for half damage.

If you use a rebuke attempt, each undead within 30 feet is instead cured of 1d6 points of damage per effective turning level. This effect occurs instead of the normal result of a turn or rebuke attempt. You can still use these turn attempts in conjunction with divine feats, as normal.

Visage of the Dead (Su): When you attain 2nd level, your body begins to resemble that of an undead creature. Your skin darkens, appearing dusky and shadowy in dim illumination and corpse-gray in bright light, and you lose roughly half your body weight. Because of these changes, you gain a +1 dodge bonus to Armor Class and a +1 circumstance bonus on Escape Artist and Intimidate checks. Furthermore, mindless undead believe you to be one of them and do not attack you except in self-defense, or when ordered to do so by their creator.

Destroy/Empower Undead (Su): At 3rd level, you gain additional power over mindless undead. You can use two turn or rebuke attempts as a single standard action, each dealing (or healing) damage as per the Tenebrous's rebuke ability (see above), except that the damage applies only to mindless undead.



Luxx, a doppelganger Tenebrous apostate in the guise of an elf, and one of its undead allies

Umbral Body (Su): Beginning at 4th level, you can transform yourself into pure darkness once per day. This ability functions like the *umbral body* shadow magic mystery (see page 152). You can remain in this form for a number of rounds equal to twice your Tenebrous apostate level or return to your normal form early as a swift action. Once you return to physical form, you cannot use this ability again for 5 rounds.

Blast of the Void (Su): When you attain 5th level, you can use a turn or rebuke attempt to deal 1d8 points of damage per effective turning level to every living creature within a 30-foot cone. This ability is usable once per day.

EX-TENEBROUS APOSTATES

If you ever cease to revere Tenebrous as a god, you lose your Tenebrous apostate class features as well as most of your cleric class features, if any (see Ex-Clerics, page 33 of the *Player's Handbook*).

PLAYING A TENEBROUS APOSTATE

You are committed to returning Tenebrous to divinity. While you might not spend every waking hour furthering this agenda, it dominates your life, taking precedence over all other matters. You might serve and worship alone, or as part of a rare Tenebrous-worshiping cult, or within a cult of Orcus that seeks to return the demon prince to godhood.

However you choose to serve, you must hide what you are from everyone except other worshipers of your patron. In the greater world, those who would not hate you for being a binder would certainly persecute you for your choice of

TENEBROUS AS A GOD

Although Tenebrous exists only as a vestige, clerics who worship him receive spells from somewhere. Perhaps the remnants of his divinity are sufficient that he can still grant spells, or perhaps the spells come from some other source (much as the spells "granted" by demon lords do). His clerics have access to the Chaos, Death, Evil, and Trickery domains. As a deity, consider Tenebrous to be neutral evil.

Illus. by H. Lyon

Table 1–6: The Tenebrous Apostate **Hit Die: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Eternal bondage, Tenebrous's rebuke	—
2nd	+1	+3	+0	+3	Soul binding +1, visage of the dead	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	Destroy/empower undead, soul binding +2	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	Soul binding +3, umbral body	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Blast of the void, soul binding +4	+1 level of existing divine spellcasting class

Class Skills (2 + Int modifier per level): Bluff, Concentration, Craft, Diplomacy, Gather Information, Intimidate, Knowledge (arcana), Knowledge (history), Knowledge (the planes), Knowledge (religion), Profession, Sense Motive.

patron. This wide-ranging persecution might cause you to resent others and even seek vengeance upon them.

If you are a member of a Tenebrous cult, your rank is probably based on experience and prior service to the sect. Considering how small such cults are, however, rank might hold little meaning, since you're one of probably only a handful of people.

COMBAT

Upon becoming a Tenebrous apostate, your best strategy is to either hang back and use your spells to aid your allies, or select a lightly armored foe, close swiftly, and bring your target down quickly in melee combat. As you advance in the prestige class, you gain much greater power over undead, and your abilities rival those of single-classed clerics of comparable character level with respect to mindless undead. When you reach the pinnacle of your abilities as a Tenebrous apostate, you can engage foes with little risk because your umbral body form offers both protection from physical attacks and unparalleled mobility.

ADVANCEMENT

You might have come to this prestige class through membership in an Orcus sect or a cult of Tenebrous, or you might simply have discovered the secret nature of this vestige while progressing as a binder. If you belong to a sect dedicated to either Orcus or Tenebrous, you begin your service by serving as the eyes of your cult in other organizations and communities. At higher levels, you could become an enforcer for your sect, or even a seeker of ancient lore.

As you attain higher levels, focus on improving your Charisma score, but don't neglect your Wisdom score either. Study which monsters make the best skeletons and zombies—not merely from a combat perspective, but also in terms of stealth or speed. Your ability to control and possess such creatures opens up a wide range of strategic and tactical possibilities for you. When you select skills and spells, consider focusing on those that enhance your deceptive abilities, such as Bluff and anti-divination spells, since you cannot afford to be exposed as a Tenebrous apostate.

RESOURCES

Perhaps the greatest resource others in your sect can offer you is support and companionship. Everyone else in the world is likely to hate you if they ever learn what you really are, so your compatriots within the cult might be your only allies.

Consider acquiring equipment that aids you in hiding your true allegiance, augments your ability to command undead, or offers you some long-range offensive capability. In addition, try to acquire some magical protection and decent weaponry so that melee becomes a viable choice for you.

TENEBROUS APOSTATES IN THE WORLD

"They sell their souls not merely to a dark god, but to a false one. I can think of no allegiance more vile."

—Jozan, adventuring cleric and servant of Pelor

A Tenebrous apostate can help introduce the backstory of Orcus and Tenebrous into your campaign, perhaps setting up his divine resurrection as a future plotline. Even if you have no intention of designing an adventure around this vestige, a Tenebrous apostate serves as a wonderful foil for other binders. Even the binder, so widely hated and feared himself, has reason to hate and fear the Tenebrous apostate. This character should seem quite alien to the PCs because it combines the abilities of two classes normally considered to be at odds. Finally, an apostate's powers and patron prove that even the most experienced binder does not truly understand the nature of the vestiges with which he deals.

DAILY LIFE

Daily life for most Tenebrous apostates resembles that of the ordinary people around them. Since they cannot allow others (particularly civil and religious authorities) to find out that they are binders, let alone to which vestige they are constantly bound, they make every effort to behave like their neighbors. Rites to revere Tenebrous are held in secret, often hidden chambers or underground complexes. Only in the most depraved societies—those in which entities such as Orcus are already worshiped openly—do followers of Tenebrous make themselves known.

Tenebrous apostates who manage to seize political power usually make horrific dictators. Such leaders advance their agendas by enslaving the people and forcing them to work for the benefit of Tenebrous's cult. The most troublesome are sacrificed and converted into tireless undead workers and soldiers. No non-evil rulers who adhere to the tenets of Tenebrous have ever been recorded, since few neutral Tenebrous apostates are willing to engage in the sort of acts necessary to usurp control of an entire community.

NOTABLES

Within the ranks of the Tenebrous apostates, three names stand out. The first is Suvas J'hond, a convert from the worship of Vecna who now leads a sizable Tenebrous cult. The second is Urluran Kafael, a powerful ghoul. Though she belongs to no sect, she is perhaps the greatest undead Tenebrous apostate. The third is the mysterious Luxx, who remains an enigma. Legend has painted him as an orc, an elf, a hobgoblin, or an ugly human, depending on the teller. Whatever his true race, Luxx is said to have risen through the ranks of several Tenebrous cults and destroyed them all from within. Despite this history, he maintains his abilities and Tenebrous's favor, much to the confusion of other apostates. Luxx is something of a bogeyman to the various Tenebrous cults, all of which would dearly love to capture him, learn his true goals, and find out why Tenebrous has not punished his transgressions.

ORGANIZATION

No two cults of Tenebrous (or Orcus, for that matter) are set up in the same way. In most instances, the more powerful members— be they clerics, Tenebrous apostates, or members of some other class—hold sway over the others. Advancement often comes through the death of a superior. The only true commonality among Tenebrous sects is the burning desire to see the former god return to his divine state and rise higher, eventually becoming the ultimate power of death and darkness.

NPC REACTIONS

Most people who know the nature of Tenebrous apostates react to them with hostility. Some hate them just for being binders; others despise them for their worship of Tenebrous as well as their perceived connection to the demon prince Orcus.

Tenebrous sects are opposed by nearly all religious organizations and churches (particularly but not exclusively good-aligned ones), by most governments, and even by some Orcus cults. Oddly, Tenebrous apostates sometimes receive kind treatment from devils, and a devil knowledgeable about the prestige class might even be helpful.

TENEBROUS APOSTATE LORE

Characters with ranks in Knowledge (the planes) or Knowledge (religion) can research Tenebrous apostates to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: The Tenebrous apostates are devout followers of a spirit that was formerly a dark god of undeath.

DC 15: Tenebrous apostates combine clerical magic with the ability to bind unholy spirits. They command undead and manipulate darkness.

DC 20: Tenebrous was tightly linked to the demon prince Orcus. Some say the two were once one and the same, but that they somehow split into two entities.

TENEBROUS APOSTATES IN THE GAME

Tenebrous apostates might first appear in your campaign as members of a religious sect opposed to the PCs, as a hidden threat within an apparently normal community, or as rivals that PC binders must thwart lest they do even more harm to the class's already poor reputation.

The Tenebrous apostate appeals to players who enjoy portraying darker characters and prefer to focus on less direct methods of confrontation. So long as they aren't constantly encountering situations that render their abilities useless, and they can portray their need to hide from others without turning every game into a "run from the law" situation, players should continue to enjoy the class.

ADAPTATION

Tenebrous apostates need not be connected inextricably to Orcus. They could be operatives of any god or vestige of death, although if you choose to lift the binder prerequisite from the prestige class, you'll need to find some other source for the abilities that Tenebrous would normally grant. Alternatively, the Tenebrous apostate class can serve as inspiration for the creation of prestige classes specific to other vestiges.

SAMPLE ENCOUNTER

PCs facing a Tenebrous apostate for the first time are unlikely to know who their enemy really is. Tenebrous is not widely known, and those who have heard of him believe him either dead or wholly reverted to his Orcus persona. Thus, a Tenebrous apostate might remain cloaked in mystery for a long time before his true nature is revealed.

EL 15: The doppelganger Luxx learned pact magic from the binder who enslaved him. He always bristled under his master's command because he felt that he could not achieve his true potential while working in his master's shadow. Binding to Tenebrous, however, inspired him to win his freedom.

Luxx saw himself in Tenebrous's story, and after murdering his master, he began to worship Tenebrous as a deity. Now Luxx seeks out other Tenebrous worshipers to set them on what he sees as the proper path—total disengagement from Orcus. In disguise, he infiltrates Tenebrous cults and kills those who seem to sympathize with Orcus worshipers. Luxx is a perfectionist in all he does, and he hates distractions.

The party might encounter Luxx as either a member or leader of a Tenebrous cult. He could act as an ally or as an enemy, depending on the PCs' relationship with the target of his next assassination attempt. If Luxx has been in the same place long enough to establish a base, he probably already has several undead under his command. True to the being he worships, Luxx prefers shadows as servitors.

Luxx CR 15

Doppleganger binder 8/cleric 1/Tenebrous apostate 3
NE Medium monstrous humanoid (shapechanger)
Init +1; **Senses** all-around vision, darkvision 60 ft., see in darkness; Listen +6, Spot +10
Languages Common, Elven

AC 28, touch 11, flat-footed 27; Dodge
hp 120 (16 HD)
Immune charm, fear, flanking, sleep
Fort +18, **Ref** +11, **Will** +18; +1 on saves against supernatural abilities

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Speed 20 ft. (4 squares)
Melee+*1 shock heavy mace* +15/+10/+5 (1d8+2 plus 1d6 electricity) or
Melee dagger +14/+9/+4 (1d4+1/19–20) or
Melee slam +14 (1d6+1)
Ranged masterwork light crossbow +15 (1d8/19–20)
Base Atk +12; **Grp** +13
Atk Options Supernatural Crusader, touch of the void
Special Actions acidic gaze (30 ft.; 2d6 acid; Will DC 18 negates), deeper darkness, detect thoughts (Will DC 15), rebuke undead 6/day (+5, 2d6+12, 9th), swift flight once/5 rounds, Tenebrous's rebuke (30 ft., heal 11d6 to undead only), vessel of emptiness (up to 10d6)
Combat Gear *potion of displacement, potion of invisibility, potion of pass without trace, potion of shield of faith* +2

Cleric Spells Prepared (CL 3rd):
2nd—*desecrate* (CL 4th), *invisibility*^{D}, *undetectable alignment*
1st—*cure light wounds, divine favor, entropic shield, protection from good*^{D} (CL 4th)
0—*detect magic, light, read magic, resistance*
D: Domain spell. Deity: Tenebrous. *Domains:* Evil, Trickery.
Vestiges Typically Bound (EBL 10th, binding check 1d20+13): Geryon, Tenebrous

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Abilities Str 12, Dex 13, Con 16, Int 13, Wis 14, Cha 16
SQ change shape, eternal bondage, pact augmentation (+1 insight bonus on attack rolls, +1 insight bonus on saves), soul binding (2 vestiges, 5th level), soul guardian, suppress sign, visage of the dead
Feats Defense against the Supernatural, Dodge, Great Fortitude, Lightning Reflexes, Mobility, Spring Attack, Supernatural Crusader^{B}
Skills Bluff +15 (+19 when detecting thoughts), Concentration +4, Diplomacy +8, Disguise +11 (+13 acting in character; +17 when detecting thoughts; additional +10 when using change shape), Escape Artist –4, Gather Information +6, Intimidate +6, Knowledge (arcana) +3, Knowledge (religion) +6, Knowledge (the planes) +9, Listen +6, Search +5, Sense Motive +6, Spot +10
Possessions combat gear plus *+1 glamered full plate, +2 heavy wooden shield, +1 shock heavy mace,* masterwork light crossbow with 20 bolts, *amulet of health +2, cloak of Charisma +2, boots of speed,* dagger, 31 gp

WITCH SLAYER

"An insidious group, these binders. They are dangerous and unpredictable, and they pose a significant risk to the divine order."
—Sybelan, Seropaenean Witch Slayer

Witch slayers devote themselves to capturing and destroying those who share their souls with other entities. Not content with hunting only binders and other practitioners of pact magic, they seek out and destroy anyone who gives up command of his soul. To a witch slayer, it doesn't matter whether the target is a possessed wizard or a virtuous binder; anyone who harbors two souls in the same vessel is an abomination. Though they are often found in the employ of organizations that oppose binders and demonologists, witch slayers serve many different kinds of masters, so long as the pay is worth the risk.

BECOMING A WITCH SLAYER

The ranger class offers a good selection of class features that complement those gained from the witch slayer prestige class. However, both of the skills required for entry into the class are cross-class skills for a ranger. Fighters and paladins often become witch slayers as well, and paladins have no problem meeting the skill requirements. Clerics and wizards can make excellent witch slayers, but the class is not popular among spellcasters because it lacks a spellcasting progression.

The key ability for a witch slayer is Charisma because various class features—including the smite ability—depend on it. Wisdom is also important because it improves both Will saves and awareness skills.

ENTRY REQUIREMENTS

Base Attack Bonus: +5
Skills: Knowledge (religion) 4 ranks, Sense Motive 4 ranks
Special: Must have fought a binder or possessed creature

TABLE 1–7: THE WITCH SLAYER **HIT DIE: D8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Smite spirit sharer
2nd	+2	+3	+0	+3	Mettle
3rd	+3	+3	+1	+3	Locate possession
4th	+4	+4	+1	+4	Slippery mind
5th	+5	+4	+1	+4	Momentary disjunction

Class Skills (4 + Int modifier per level): Bluff, Concentration, Craft, Decipher Script, Gather Information, Intimidate, Knowledge (arcana), Knowledge (history), Knowledge (local), Knowledge (religion), Knowledge (the planes), Listen, Profession, Search, Sense Motive, Spellcraft, Spot, Survival.

CLASS FEATURES

As a witch slayer, you gain abilities that help you fight supernatural agents possessing other beings.

Smite Spirit Sharer (Su): Once per day per witch slayer level, you can smite a binder with a bound vestige or any creature possessed by another (by means of malevolence, a dual mind, or any similar ability) with a normal melee attack. You add your Charisma bonus (if any) to your attack roll and deal 1 extra point of damage per witch slayer level. If you accidentally smite a creature that is not either possessed or bound to a vestige, the smite has no effect, but the ability is still used up for that day.

Mettle (Su): Beginning at 2nd level, you can shrug off magical effects that could harm you. If you make a successful Will or Fortitude saving throw that would normally reduce (rather than negate) a spell or other magical effect, the magic has no effect on you at all. Any spell that is normally negated by a successful saving throw is unaffected by this ability.

Locate Possession (Su): By the time you attain 3rd level, you have attuned your senses to discern the presence of possessing forces. By concentrating for a full round, you can determine the presence or absence of any possessing mind within a 60-foot cone. By concentrating for a second full round, you can determine the location of the possessed creature or object. A possessing creature whose Hit Dice are higher than your character level can attempt a Will saving throw (DC 10 + your witch slayer level + your Cha modifier) to avoid detection. An opponent that succeeds on the saving throw has immunity to your locate possession ability for 24 hours.

Slippery Mind (Ex): At 4th level, you gain the special rogue ability slippery mind (*PH* 51).

Momentary Disjunction (Su): At 5th level, you can temporarily disable the spellcasting, spell-like, and supernatural abilities of a single creature within 30 feet as a swift action. If the target fails a Will saving throw (DC 20 + your Cha modifier), it cannot use spells, spell-like abilities, or supernatural abilities of any kind, as if affected by an *antimagic field*, for 1 round. Once you have used this ability, you cannot do so again for 5 rounds.

Multiclass Note: A paladin who becomes a witch slayer can continue advancing as a paladin.

PLAYING A WITCH SLAYER

When hunting those who share their souls with other beings, you must keep your wits about you and your weapon handy at all times. You take pains to look like any other mercenary because keeping a low profile helps you track your quarry. Be prepared to face any challenge. Many of those who house extra souls are just fools who dabble in the forbidden, but a few choose to accommodate demons, ghosts, or worse in their bodies.

As a witch slayer, you perform tasks for a loosely structured organization that is an outgrowth of the Order of Seropaenes (see page 90). This organization is divided into numerous local groups called coteries, each of which is led by three senior witch slayers collectively known as the council. In all probability, you were recruited by a senior member of one of these coteries.

COMBAT

In your first battles as a witch slayer, it's best to focus on eliminating lackeys and minions with your sword while you develop your defenses against magic. As you advance, you gain the ability to avoid many magical effects that might otherwise dissuade or damage you. Your mettle and slippery mind abilities in particular protect you from many kinds of magical attacks.

When you reach the pinnacle of your abilities, momentary disjunction becomes your most lethal weapon in a fight against binders or spellcasters. Use it when you are in position to make a full attack, or to use some other maneuver that disables the target when its defenses are down. Pair with a tough melee specialist, such as a fighter or barbarian, to maximize the amount of damage you can deal, and always try to eliminate your opponent quickly before she has a chance to escape.

ADVANCEMENT

Witch slayers hungrily recruit followers to their cause. As a new recruit, you are expected to perform the scut work, cooking, cleaning, guarding, and a variety of other menial tasks for your coterie. During this period, you earn the respect of your peers and prove your skills in combat with either steel or spell. Upon attaining your first level of witch slayer, you are welcomed as a full-fledged member of the coterie.

As a low-ranking member, you are assigned many dangerous jobs. You often work ahead of a group to root out the possessed, or to scout a haunted site. All such tasks are intended to test your mettle and help you prove your worth to the group. The council might also dispatch you to kill wanted binders, or possibly to capture them on behalf of some employer and escort them to a designated location. In time, you can freelance, taking any side jobs you wish to supplement your income and expand your experience.

Awareness skills are critical for a witch slayer, so keep your Listen, Search, Sense Motive, and Spot modifiers as high as possible. Gather Information and Knowledge skills can give you an edge in seeking out soul sharers, so it's wise to devote some skill points to those as well. Feats that augment your defenses could also prove useful, so pick up Combat Expertise and Mobility if at all possible. For equipment, purchase items that boost your saving throws. *Cloaks of resistance*, *periapts of Wisdom*, *amulets of health*, and *gloves of Dexterity* are all great choices.

RESOURCES

Even the smallest coterie of witch slayers maintains a network of sympathizers and contacts. The information that such a network can provide about known and suspected binders is perhaps the greatest resource a coterie can offer, since knowledge of a mark's movements and habits is critical to the success of your missions. Membership in a coterie grants you a +2 circumstance bonus on Gather Information checks regarding users of pact magic in communities that are friendly to witch slayers.

In addition, witch slayer coteries have a reputation for getting the job done when it counts. Thus, witch slayers from a particularly well-known group can gain audiences with high priests and influential nobles immediately.

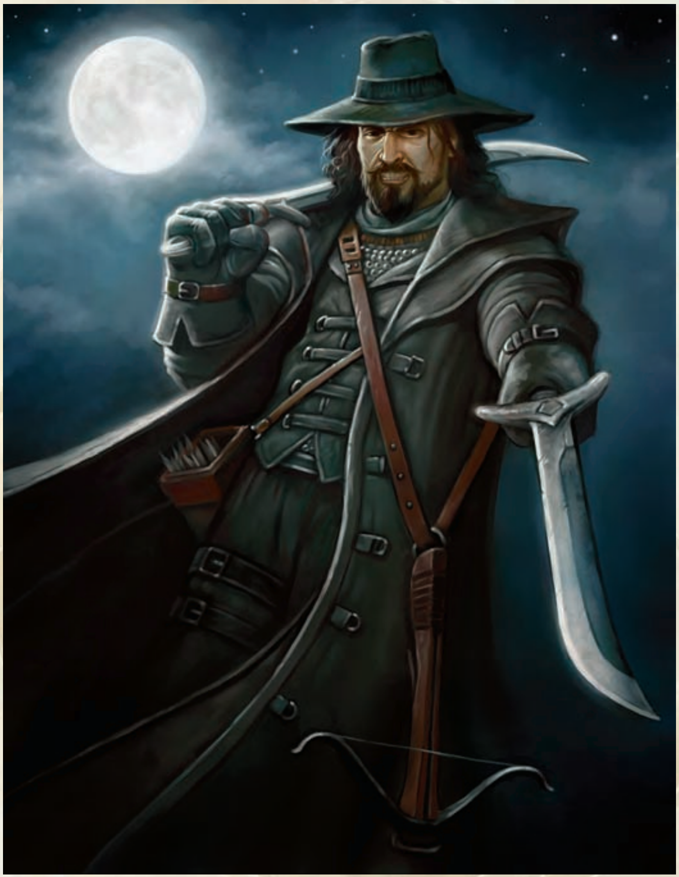
Finally, coteries enjoy steady employment. Even members who do jobs on the side have an easier time finding work than do independent adventurers. A member of a coterie receives a +2 bonus on Gather Information checks made to seek employment.

WITCH SLAYERS IN THE WORLD

"Relentless jackals, every one."

—Maduvan, Dantalion-Bound Knight of the Sacred Seal

Any party of PCs that includes a binder can expect to face a witch slayer at some point. But when you need a sinister group of warriors for your campaign, consider a coterie of witch slayers. Its members are intimidating veterans of supernatural battles, hardened by their experiences, and they make unrelenting, implacable foes. Many large religious institutions rely exclusively on witch slayers to track down heretics and enemies of the faith. In fact, witch slayers enjoy such prominence in the major churches that they can typically come and go as they please and set their sights on any targets they choose.



Croius Malter, a human witch slayer

DAILY LIFE

Most days, a witch slayer does nothing but wait—either for the next job, or for information about a suspect to trickle in from his spies. Thus, he has plenty of time to adventure and is relatively free to undertake whatever side jobs or quests he chooses. Even for such diversionary excursions, however, witch slayers usually prefer missions that involve tracking down undead, fiends, or rogue spellcasters.

NOTABLES

Oddly, the most famous witch slayer no longer claims to be one. Michael Ambrose, a former paladin who is now garrison commander at the Seropaenean Tower of Woe (see page 100), once served on the council of a witch slayer coterie known as the White Swords. During his tenure with the coterie, Ambrose and his allies single-handedly captured or killed nearly fifty binders. The White Swords served the Church of St. Cuthbert and became famous throughout the civilized world for their effectiveness and righteous zeal.

However, the glory of this near-legendary group did not last. Perhaps because of his overly zealous efforts at exterminating binders, Michael eventually lost his paladin abilities. Still he pressed on, believing that his god was merely testing his faith. Slowly, Michael became less and less able to distinguish between the heretic and the innocent, and the atrocities he committed in the name of righteousness became infamous. At last, the White Swords cast him out of their coterie, lest he tarnish their name further.

Appalled, Michael joined the Order of Seropaenes so that he could continue his mission for his god directly instead of through intermediaries who had obviously been blinded by evil. On occasion, the fact that he still cannot communicate with his god disturbs him. He remains convinced, however, that this difficulty is merely a test, and that one day St. Cuthbert will shower him with blessings.

ORGANIZATION

No two witch slayer coteries are the same. Some consist exclusively of paladins, while others welcome only witch slayers with clerical backgrounds, and still others are open to witch slayers who come from any class. Each coterie consists of ten to forty core members (witch slayers) and up to one hundred support staff, including spies, servants, craftsmen, and mercenaries. Each coterie has a name that is selected at its inception by its three founders. Coterie names tend to be somewhat flashy, such as White Swords, Rooks, Conventicle of the Thirteen, Crimson Moon Slayers, or the like.

The council that leads each coterie is made up of three senior witch slayers—one with a rogue emphasis, one with a martial emphasis, and one with a spellcasting emphasis. Their titles are Stealth, War, and Magic, respectively. War oversees the coterie's military arm, Stealth controls espionage and assassination, and Magic manages the spellcasters. As a body, the council makes all decisions about what jobs

Illus. by H. Lyon

to take, manages the expenditure of resources, and confirms new candidates. Its members also represent the group to potential employers—often the Order of Seropaenes, though various churches make extensive use of witch slayers as well.

The three leaders parcel out jobs to members of the coterie based on their skills and seniority. Though they tend to give new members rather dangerous tasks, they know their members' abilities quite well and don't risk lives needlessly. If a given mark is unusually powerful, the council itself might even undertake the job.

The council confers with the leaders of other coteries by means of spells and messengers on matters that affect witch slayers at large or issues that cross boundaries between areas of influence, but they otherwise maintain little contact with other coteries. Once a year, each coterie's council sends one of its three members to a meeting held at a newly chosen secret location. There the leaders discuss plans, mediate disputes, determine territories, and manage any other business for the upcoming year.

Although the council controls much of the coterie's business, an intricate hierarchy guides those beneath them. Each leader has two advisors known as hands, who carry out orders and pass along commands to underlings. Beneath each hand are up to five fingers, each of whom controls a squad of witch slayers. Promotion is based on both merit and seniority. Senior members receive first consideration for any vacancies in higher positions, but the council sometimes does promote newer members who prove more effective and useful to the larger organization than their senior fellows.

Each witch slayer coterie stakes a claim to a particular region, and rivalries sometimes erupt where territories overlap. Rivalries also exist within the coteries themselves, since the members of each branch tend to see themselves as better and more useful than the others. The council members encourage such competition but are careful to prevent it from getting out of hand.

NPC REACTIONS

Most people fear witch slayers. Commoners tend to shun them, displaying an unfriendly attitude at best. Those few ordinary folk who do not go out of their way to avoid witch slayers nevertheless resent them, treating them with indifference.

Clerics associated with the Order of Seropaenes are generally friendly toward witch slayers, but even they have reservations about such individuals. Overall, they consider witch slayers an undesirable means to a good end. Clerics not affiliated with the order tend to be unfriendly because they see witch slayers as zealots—mercenaries who accept gold for the blood of innocents.

Binders are another matter entirely. Since witch slayers exist to destroy users of pact magic, they represent a threat not only to the binder's livelihood, but also to his freedom and his life. Binders and their ilk are always hostile to witch slayers.

WITCH SLAYER LORE

Characters with ranks in Knowledge (religion) can research witch slayers to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Witch slayers form groups called coteries that serve various churches by hunting down and killing heretics.

DC 15: Always give deference to a witch slayer, lest he suspect you of being a heretic.

DC 20: Witch slayers are not beholden to any particular god. A coterie that serves the Church of Vecna one week might work for the Church of Heironeous the next.

DC 25: Witch slayers are most concerned about creatures that share their souls—both those that are possessed and those that give up their souls willingly. To them, both kinds of soul sharing merit death.

Contacting a group of witch slayers is easy. A successful DC 15 Gather Information check reveals whether a coterie exists in a given city. A character wishing to hire a coterie gains a +4 circumstance bonus on this check if she is a cleric, or a +2 bonus otherwise. Alternatively, a PC can contact a local church of Heironeous, Wee Jas, Vecna, or St. Cuthbert, since all these institutions tend to keep coteries in their employ.

WITCH SLAYERS IN THE GAME

Witch slayers are natural foils for binders. A coterie following up on a lead about a coven of anima mages or binders can appear in the region where the characters are based at any time. Alternatively, since witch slayers do know the value of discretion, a coterie might always have been present—its members might simply have chosen to act covertly until it served their purpose to do otherwise.

A witch slayer can be a great character choice for a player who likes mystery and intrigue. Witch slayers have the investigatory skills to track down their quarry and the combat prowess to deal with foes when they find them. If you have a witch slayer PC in your group, be sure to let him do some investigation and interact with NPCs during his hunt.

ADAPTATION

Although witch slayers are designed as opponents for binder PCs or NPCs, you can use this class even if you don't use pact magic in your game. A witch slayer might, for example, function as a maverick slayer of evil if you simply change the smite soul sharer ability to smite evil.

SAMPLE ENCOUNTER

In an effort to ferret out a network of spies in the employ of a binder, a group of witch slayers comes to town and begins to burn down homes and capture citizens without explanation. A witch slayer might approach the PCs for help in locating an evil anima mage, or perhaps a fugitive binder hires the characters to escort him through territory held by the White Swords.

EL 12: Croius Malter, a witch slayer and part-time cleric of St. Cuthbert, corners the PCs in an alley with the aid of his three mercenaries. He accuses a spellcaster in the party of being a heretic and binder.

Croius Malter CR 12

Male human ranger 4/cleric 3/witch slayer 5
N Medium humanoid
Init +4; **Senses** Listen +7, Spot +12
Languages Common

AC 19, touch 14, flat-footed 15; Two-Weapon Defense
hp 119 (12 HD)
Resist mettle, slippery mind
Fort +13, **Ref** +10, **Will** +7

Speed 30 ft. (6 squares)
Melee *+2 human bane short sword* +16/+11/+6 (1d6+4/19–20) and
mwk short sword +15/+10 (1d6+1/19–20)
Ranged longbow +15/+10/+5 (1d8/×3)
Base Atk +11; **Grp** +13
Atk Options feat of strength 1/day (+3 Str for 1 round), smite 1/day (+4 attack, +3 damage), favored enemy humans +2, smite spirit sharer 5/day (+0 attack, +5 damage)
Special Actions momentary disjunction once/5 rounds (Will DC 19 negates)
Combat Gear scroll of *lesser restoration,* scroll of *remove fear,* scroll of *shield of faith*

Ranger Spells Prepared (CL 2nd):
1st—*speak with animals*
Cleric Spells Prepared (CL 3rd):
2nd—*bull's strength*[D], *zone of truth* (DC 13)
1st—*detect vestige*, divine favor, entropic shield, inflict light wounds*[D] (melee touch +13, DC 12)
0—*detect magic* (2), *light, resistance*
D: Domain spell. Deity: St. Cuthbert. *Domains:* Destruction, Strength.
*New spell described at right

Abilities Str 15, Dex 18, Con 14, Int 10, Wis 12, Cha 8
SQ animal companion (warhorse stabled at inn), locate possession, wild empathy +3 (–1 magical beasts)
Feats Alertness, Endurance[B], Improved Two-Weapon Fighting, Investigator, Track[B], Two-Weapon Defense, Two-Weapon Fighting[B], Weapon Finesse, Weapon Focus (short sword)
Skills Concentration +7, Diplomacy +5, Gather Information +10, Hide +9, Intimidate +9, Knowledge (local) +2, Knowledge (religion) +4, Listen +7, Move Silently +8, Ride +10, Search +5, Sense Motive +11, Spot +12, Survival +8, Use Rope +9
Possessions combat gear plus *+1 mithral shirt, +2 human bane short sword,* masterwork short sword, longbow with 20 arrows, *gloves of Dexterity +2, eyes of the eagle,* dagger, 16 gp

Mercenaries (3) CR 6

Male human fighter 6
N Medium humanoid
Init +5; **Senses** Listen +1, Spot +1
Languages Common

AC 22, touch 10, flat-footed 22; Dodge
hp 49 (6 HD)
Fort +8, **Ref** +6, **Will** +6

Speed 20 ft. (4 squares)
Melee *+1 longsword* +9/+4 (1d8+6/19–20)
Ranged longbow +7/+2 (1d8/×3)
Base Atk +6; **Grp** +9
Atk Options Spring Attack
Combat Gear *potion of cure light wounds, potion of cure moderate wounds, potion of shield of faith* +3

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8
Feats Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility[B], Spring Attack[B], Weapon Focus (longsword)[B], Weapon Specialization (longsword)[B]
Skills Climb –7, Intimidate +8, Jump –13, Ride +7
Possessions combat gear plus *+1 half-plate,* tower shield, *+1 longsword,* longbow with 20 arrows, *cloak of resistance +1,* dagger, 5 gp

NEW SPELL: DETECT VESTIGE

Several witch slayer Magics worked together to develop this spell for detecting the presence of vestiges.

DETECT VESTIGE

Divination
Level: Cleric 1, paladin 1, sorcerer/wizard 1
Components: V, S, DF
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

You focus your mind and let your senses probe the room, questing and seeking for any trace of a bound vestige.

You can detect an aura emanating from anyone currently bound to a vestige who is within the spell's area. The amount of information revealed about each shared soul depends on how long you study a particular area, as follows.

1st Round: Presence or absence of vestige auras.

2nd Round: Number of vestige auras in the area and the strength of the strongest vestige present.

3rd Round: The strength and location of each vestige-bound individual. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of a vestige aura is determined by the minimum effective binder level necessary to summon it, as given on the following table.

Minimum Effective Binder Level	Aura Strength
1st–4th	Faint
5th–9th	Moderate
10th–14th	Strong
15th or higher	Overwhelming

Each round, you can turn to detect vestige-bound individuals in a new area. The spell can penetrate most barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

PACT MAGIC FEATS

Both those who practice pact magic and those who oppose its practitioners must learn a variety of specialized techniques and strategies. The following feats offer binders and their foes many different ways to interact with pact magic. Several might also prove useful to monsters with supernatural abilities.

BIND VESTIGE

You know how to make pacts with otherworldly spirits called vestiges.

Benefit: By employing a short ritual, you can contact a vestige and make a pact with it. You are treated as a 1st-level binder for this purpose, regardless of your character level. Thus, only 1st-level vestiges are available to you, and you can bind to only one vestige at a time. Furthermore, unlike characters with the soul binding class feature, you gain only one power from the vestige you bind, as given on Table 1–9: Bind Vestige Feat Abilities.

To contact a vestige, you must draw its unique seal visibly on a surface (generally the ground), making the image at least 5 feet across. Drawing a seal requires the ability to mark a surface and 10 consecutive rounds of concentration, and the act provokes attacks of opportunity. A seal not used within 1 minute of its drawing loses all potency, and you must draw a new one to contact the vestige. A vestige might also have other requirements for contact, as noted in its entry (see page 18).

Once the seal is drawn, you must perform a ritual requiring a full-round action to summon the corresponding vestige. During this time, you must touch the seal and call out to the vestige using both its name and its title. The ritual fails if you cannot be heard (for example, if you are within the area of a *silence* spell). Otherwise, a manifestation of the vestige appears in the seal's space as soon as you finish the ritual. This image is not the actual vestige; it is merely a figment—an illusion that cannot harm or be harmed by any creature. Creatures that interact with the image or study it carefully automatically recognize it as illusory. The summoned image ignores everyone but you, and if you fail to address it for 1 round, it disappears whence it came. The vestige speaks in whatever language you used to call it.

To make a pact with your summoned vestige, you must make a binding check (1d20 + your effective binder level + your Cha modifier). This process requires 1 minute, but you can choose to make a rushed binding check as a full-round action at a –10 penalty. The DC for this check is provided in the description of each vestige. You must make your perilous pact alone; others cannot aid you in any way.

Whether the binding check succeeds or fails, you gain the power granted by the vestige for 24 hours. During that time, you cannot rid yourself of the vestige unless you possess the Expel Vestige feat. If you fail the binding check, however, the vestige influences your personality and your actions, and you are said to have made a poor pact. (Specifically, the vestige's presence changes your general demeanor, and it can force you to perform or refrain from certain actions. The influence of each vestige is described in its individual entry.) If your binding check is successful, the vestige has no control over your actions and does not influence your personality. In this case, you are said to have made a good pact.

While under the influence of a vestige, you must adhere to its requirements to the best of your ability. If you are con-

TABLE 1–8: PACT MAGIC FEATS

General Feats	Prerequisites	Benefit
Bind Vestige	—	Gain one power from a chosen 1st-level vestige
Bind Vestige, Improved	Bind Vestige	Bind one vestige of up to 5th level
Practiced Binder	Bind Vestige	Gain a second power from a bound vestige
Defense against the Supernatural	Knowledge (arcana) 2 ranks	+1 insight bonus on saves against supernatural attacks
Empower Supernatural Ability	Supernatural ability, 6 HD	Empower supernatural ability 1/day
Enlarge Supernatural Ability	Supernatural ability, 4 HD	Enlarge supernatural ability 1/day
Expel Vestige	Soul binding	Attempt to prematurely expel vestige 1/day
Rapid Pact Making	Expel Vestige, Intimidate 8 ranks	1/day bind vestige as a full-round action
Extend Supernatural Ability	Supernatural ability, 4 HD	Extend supernatural ability 1/day
Favored Vestige	Soul binding	+1 binder level with specific vestige
Favored Vestige Focus	Favored Vestige	+1 DC with favored vestige abilities
Rapid Recovery	Favored Vestige	Reuse abilities of favored vestige faster.
Ignore Special Requirements	Soul binding	Ignore special requirements when summoning vestiges
Improved Binding	Soul binding	+2 binder level when determining eligible vestiges
Skilled Pact Making	Base Will save +4, soul binding	+4 bonus on binding checks
Sudden Ability Focus	Special attack	+2 to DC of any supernatural attack 1/day
Supernatural Crusader	Knowledge (arcana) 2 ranks	+1 insight bonus on attack rolls and damage rolls against a creature with a supernatural special attack
Supernatural Opportunist	Supernatural Crusader	Make an attack of opportunity against creature activating a supernatural ability
Widen Supernatural Ability	Supernatural ability, 8 HD	Widen supernatural ability 1/day

scious and free-willed and you encounter a situation in which you cannot or will not refrain from a prohibited action or perform a required one, you take a –1 penalty on attack rolls, saving throws, and checks until that vestige leaves you.

As long as you are bound to a vestige, you manifest a specific physical sign of its presence, as given in its entry. This sign is real, not an illusory or shapechanging effect, and someone using *true seeing* perceives it just as it is. You can hide a sign by mundane or magical means without penalty.

The vestige is bound to your soul by the pact. It cannot be targeted or expelled by any means except the Expel Vestige feat, nor can it be suppressed except by an *antimagic field* or similar effect.

The Difficulty Class for a saving throw against any supernatural powers granted by a vestige is 10 + 1/2 your effective binder level + your Cha modifier.

Special: Characters who have the ability to bind vestiges through other means (such as the soul binding class feature) cannot take this feat. If you become a binder after taking the feat, you lose its benefit.

BIND VESTIGE, IMPROVED

You can bind a wider range of vestiges.

Prerequisite: Bind Vestige.

Benefit: When you bind a vestige using the Bind Vestige feat, you do so as though you were a 5th-level binder. Thus, you have access to vestiges up to 3rd level, though you still can bind only one at a time and gain only one power from it.

DEFENSE AGAINST THE SUPERNATURAL

Your in-depth knowledge of supernatural forces grants you greater ability to resist their effects.

Prerequisite: Knowledge (arcana) 2 ranks.

Benefit: You gain a +2 insight bonus on saving throws made to resist supernatural special attacks.

EMPOWER SUPERNATURAL ABILITY

You can use a supernatural ability with greater effect than normal.

Prerequisites: 6 HD, supernatural ability.

Benefit: Once per day, you can empower a supernatural ability. When you use an empowered supernatural ability, all variable, numeric effects of the supernatural ability are increased by one-half. An empowered supernatural ability deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so on as appropriate. Saving throws and opposed rolls (such as the one made when you cast *dispel magic*) and supernatural abilities without random variables are not affected. You must declare use of this feat before you use the ability. A continuous use ability (such as a gaze attack) can be empowered for only 1 round. Empowering a supernatural ability does not require a separate action.

An empowered supernatural ability cannot be maximized.

Special: This feat can be taken multiple times. Each time it is taken, you can empower a supernatural ability one additional time per day. You cannot empower a particular use of a supernatural ability more than once.

ENLARGE SUPERNATURAL ABILITY

You can increase the range of a supernatural attack.

Prerequisites: 4 HD, supernatural ability.

Benefit: Once per day, you can enlarge a supernatural ability. When you use an enlarged supernatural ability, its range increases by 100%. You must declare use of this feat before you use the ability. A continuous use ability (such as a gaze attack) can only be enlarged for 1 round. Enlarging a supernatural ability does not require a separate action.

This feat does not affect the length of a line or a cone, the diameter of an emanation (such as a gaze attack or frightful presence), or the range of any supernatural ability not defined by distance.

Special: This feat can be taken multiple times. Each time it is taken, you can enlarge a supernatural ability one additional time per day. You cannot enlarge a particular use of a supernatural ability more than once.

EXPEL VESTIGE

You can expel a vestige to which you are bound before the duration of its pact with you has expired.

Prerequisite: Soul binding.

Benefit: Once per day, you can attempt to expel a vestige to which you are bound. To do so, you must draw its seal and go through the entire process of summoning it again. If you succeed on the new binding check, you expel the vestige before it would normally leave you, and you can summon a different one to replace it if you wish. Regardless of your success or failure in expelling the vestige, you take a –10 penalty on your next binding check with any vestige, and apply the same penalty on your binding check the next time you summon the vestige you expelled.

Normal: A bound vestige does not leave you until 24 hours have passed since its summoning.

EXTEND SUPERNATURAL ABILITY

You can cause a supernatural ability with a duration to last longer than normal.

Prerequisites: 4 HD, supernatural ability.

Benefit: Once per day, you can extend a supernatural ability that has a duration. When you use an extended supernatural ability, it lasts twice as long as normal. A supernatural ability that has a duration of concentration, that happens instantaneously, or that permanently affects a target is not affected by this feat. You must declare the use of this feat before you use the ability. Extending a supernatural ability does not require a separate action.

Special: This feat can be taken multiple times. Each time it is taken, you can extend a supernatural ability one additional time per day. You cannot extend a particular use of a supernatural ability more than once.

FAVORED VESTIGE

Choose one vestige to which you have access. You establish a close, mystical affinity with that spirit.

Prerequisite: Soul binding.

Benefit: Your effective binder level increases by 1 when you use the abilities granted by your chosen vestige.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new vestige.

FAVORED VESTIGE FOCUS

The supernatural abilities of your favored vestige are more potent than normal.

Prerequisite: Favored Vestige.

Benefit: The DC of each supernatural ability granted by your favored vestige increases by 1.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new favored vestige (for which you must have a separate Favored Vestige feat).

IGNORE SPECIAL REQUIREMENTS

The strange constraints that vestiges place on their summoning are meaningless to you.

Prerequisite: Soul binding.

Benefit: You can ignore the special requirements of vestiges with which you make pacts.

IMPROVED BINDING

You are so adept at binding vestiges that you can contact powerful ones more easily than other soul binders can.

Prerequisites: Soul binding, Intimidate 4 ranks.

Benefit: Your effective binder level is 2 higher than normal for the purpose of determining the level of vestige you can bind. This benefit does not increase your binder level in any other circumstance.

PRACTICED BINDER

When you bind a vestige, you gain an additional power associated with it.

Prerequisite: Bind Vestige.

Benefit: When you bind a vestige using the Bind Vestige feat, you gain a second power, according to Table 1–9: Bind Vestige Feat Abilities.

Table 1–9: Bind Vestige Feat Abilities

Vestige	Bind Vestige Power	Practiced Binder Power
Amon	Darkvision	Ram attack
Andromalius*	Sense trickery	See the unseen
Aym	Ruinous attack	Resistance to fire
Dahlver-Nar*	Mad soul	Natural armor
Focalor*	Aura of sadness	Water breathing
Haagenti*	Immunity to transformation	Weapon proficiency
Karsus*	Karsus's senses	Heavy magic
Leraje	Hide bonus	Weapon proficiency
Malphas*	Poison use	Bird's eye viewing
Naberius	Naberius's skills	Silver tongue
Paimon*	Paimon's skills	Uncanny dodge
Ronove	Feather fall	Sprint
Savnok*	Call armor	Savnok's armor

*These vestiges are available only to nonbinders who have the Improved Bind Vestige feat.

RAPID PACT MAKING

Your skill with pact magic lets you bind a vestige extremely quickly, even in the heat of combat.

Prerequisites: Soul binding, Intimidate 8 ranks, Expel Vestige.

Benefit: Once per day, you can bind a vestige as a full-round action.

Normal: Binding a vestige normally requires 1 minute.

RAPID RECOVERY

You can use the abilities of your favored vestige more frequently.

Prerequisite: Favored Vestige.

Benefit: You can activate the abilities granted by your favored vestige once every 4 rounds rather than once every 5 rounds. You must be bound to the vestige to use its abilities with this feat.

Special: You can take this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new favored vestige (for which you must have a separate Favored Vestige feat).

SKILLED PACT MAKING

Your strong will serves you well when making pacts with vestiges.

Prerequisites: Soul binding, base Will save +4.

Benefit: You gain a +4 bonus on binding checks.

SUDDEN ABILITY FOCUS

One of your special attacks becomes more potent than usual.

Prerequisite: Special attack.

Benefit: Once per day, you can increase the save DC of any special ability you have—including the special abilities granted by a vestige—by 2. You can still use the Ability Focus feat normally if you have it, and the DC increases stack. You

Morden makes a good pact with Andras, aided by Skilled Pact Making

must declare the use of this feat before you use the ability. A continuous-use ability (such as a gaze attack) can benefit from this feat for only 1 round.

Special: This feat can be taken multiple times. Each time you take it, you can apply the Sudden Ability Focus feat one more time per day. You cannot apply Sudden Ability Focus more than once to a single use of a special ability.

SUPERNATURAL CRUSADER

You are adept at fighting supernatural creatures.

Prerequisite: Knowledge (arcana) 2 ranks.

Benefit: You gain a +1 insight bonus on attack rolls and weapon damage rolls against a creature with a supernatural special ability.

SUPERNATURAL OPPORTUNIST

You are adept at exploiting a creature's momentary distraction while it activates its supernatural abilities.

Prerequisite: Supernatural Crusader.

Benefit: Whenever a creature that you threaten activates a supernatural ability, you can make an attack of opportunity against that creature. This feat does not give you the ability to make more than one attack of opportunity in a single round.

WIDEN SUPERNATURAL ABILITY

You can increase the area of your supernatural abilities.

Prerequisites: 8 HD, supernatural ability.

Benefit: Once per day, you can widen a supernatural ability. When you use a widened supernatural ability, its area increases by 100%. Thus, a widened line or cone is double the normal length, and a widened burst, emanation, or spread has twice the normal diameter. You must declare use of this feat before you use the ability. Widening a supernatural ability does not require a separate action.

Special: This feat can be taken multiple times. Each time it is taken, you can widen a supernatural ability one additional time per day. You cannot widen a particular use of a supernatural ability more than once.

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PACT MAGIC ITEMS

Binders rarely possess the power to craft magic items because pact magic is too dissimilar to spellcasting for its use to facilitate item creation. Even so, some binders who become powerful spellcasters choose to apply their knowledge of arcane or divine magic to the creation of implements useful in pact magic.

CHIME OF SUPPRESSION

A *chime of suppression* helps you gain control of an unruly vestige.

Lore: During the time of Syfal, binders created and used these items to conceal the vestiges they bound while they were hunted by the Seropaeneans. (Knowledge [religion] DC 25)

Description: This triangular brass instrument is inscribed with strange runes and feels unusually light. One end features a hinged handle made of rosewood and a chain, also brass, that ends in a metal striker.

The runes are the confounding seals of the vestiges, reinforced with additional markings that suggest control and power. When struck, the instrument produces an unsettling, echoing chime that can be heard only by the wielder.

Prerequisite: This item functions only if the wielder is bound to a vestige.

Activation: As a standard action, you touch the striker to the chime. You can use a chime three times per day, and its effect lasts for 1 minute. You can only target a vestige within yourself with a *chime of suppression*.

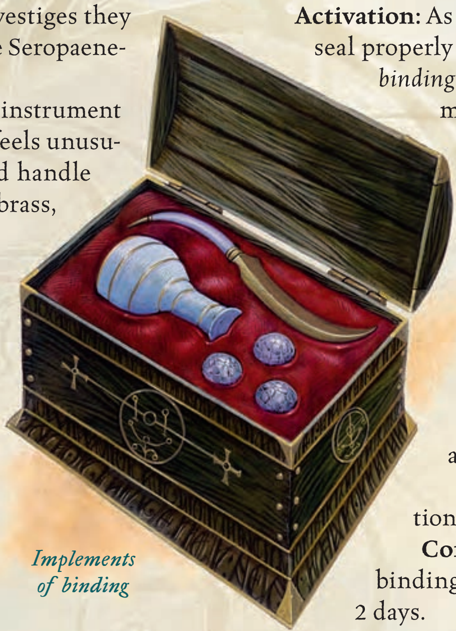
Effect: A *chime of suppression* temporarily stifles one of your bound vestiges (chosen by you at the time of use), forcing its will into the dark corners of your mind. For the duration of the effect, you lose access to all the abilities granted by the spirit, but it has no influence over you, and you do not show its sign.

Aura/Caster Level: Moderate abjuration. CL 7th.

Construction: Craft Wondrous Item, soul binding ability, *dismissal*, 1,900 gp, 152 XP, 2 days.

Weight: 1/2 lb.

Price: 3,800 gp.



Implements of binding

IMPLEMENTS OF BINDING

Implements of binding enhance your ability to bind and control vestiges. They help to focus your concentration during the binding process and provide incentive for the spirit to be amenable to your will.

Description: Inside an intricately carved teak box, a set of unusual objects rests upon a red velvet cushion. The items are an ivory chalice, a bronze serpentine knife, and three perfectly spherical crystals.

When you use *implements of binding*, the knife vibrates and the chalice creates a soft ringing sound, while the three stones glow with the brightness of candles.

Prerequisite: Only characters with the soul binding class feature can use this item.

Activation: As part of the time it takes to draw a vestige's seal properly (see page 17), you can use *implements of binding* to aid the process of pact making. You must begin by placing the three crystals around the seal to form an inverted triangle. Then you use the knife to cut a small incision in each of your palms, dealing a total of 1 point of damage, and squeeze the blood into the chalice.

Effect: *Implements of binding* provide a +2 competence bonus on your binding check to make a pact with a summoned vestige. In combat, the knife functions as a nonmagical masterwork dagger.

Aura/Caster Level: Faint transmutation. CL 3rd.

Construction: Craft Wondrous Item, soul binding ability, *eagle's splendor*, 1,130 gp, 32 XP, 2 days.

Variants: +1 on binding checks (–600 gp), +4 on binding checks (+2,400 gp), +6 on binding checks (+6,400 gp), +8 on binding checks (+12,000 gp).

Weight: 10 lb.

Price: 1,530 gp.

SOUL LENS

A *soul lens* refines and augments the abilities granted by a vestige.

Description: A *soul lens* is a sapphire monocle held inside a gold ring. Whenever the wearer uses a supernatural ability granted by a vestige and augments it with this item, the lens flashes with a soft blue light.

Prerequisite: You must be bound to a vestige to use this item.

Activation: Using a *soul lens* is not an action; you simply wear the item. It fills the goggle slot.

Effect: While you wear a *soul lens*, the save DC of any supernatural ability bestowed upon you by a vestige increases by 1.

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Aura/Caster Level: Faint transmutation. CL 3rd.

Construction: Craft Wondrous Item, soul binding ability, *eagle's splendor*, 6,000 gp, 480 XP, 6 days.

Weight: —

Price: 12,000 gp.

SEAL OF THE SPIRIT

A *seal of the spirit* provides a permanent and reusable seal for summoning a particular vestige.

Lore: Each seal is keyed to a specific spirit. (Knowledge [arcana] or Knowledge [religion] DC 25; Knowledge [the planes] DC 30)

The Seropaenean Order is desperate to acquire and destroy these items. (Knowledge [religion] DC 35)

Description: This silky black bundle of cloth unfolds into a square 5 feet across. A wide circle with peculiar lines inside it is embroidered on the fabric with gold thread.

When activated, a *seal of the spirit* binds itself to a surface and remains fixed until the binding process is finished. Throughout the entire binding process, the seal emits a pulsing and flickering red light with the brightness of a torch.

Prerequisite: Only characters with the soul binding class feature can use this item.

Activation: As a standard action, you activate a *seal of the spirit* by speaking its command word (usually the name of the spirit keyed to it) and placing it on a flat and steady surface. Once activated, the seal functions until either you bind the vestige or it leaves of its own accord. You can use a particular *seal of the spirit* once per day.

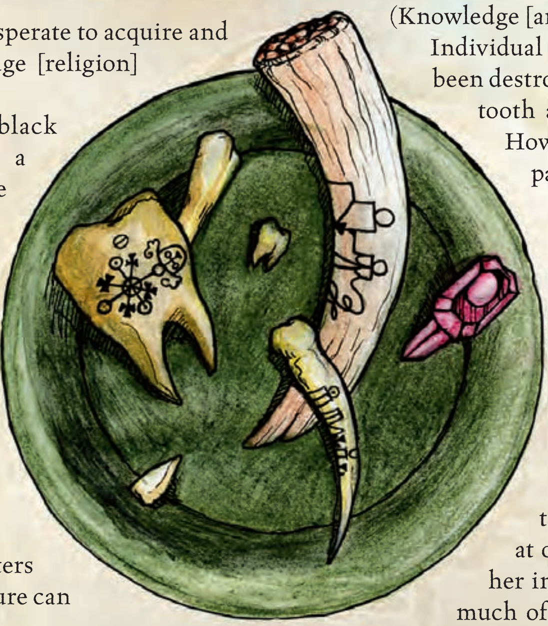
Effect: Once activated, a *seal of the spirit* serves as the seal you would otherwise draw during the ritual required to contact a vestige. Since you need not draw the seal to contact the spirit, the item considerably reduces the time it takes to conjure the entity. The seal does not negate any other requirements for summoning a particular vestige. For more information on binding vestiges, see the binder class description (page 9).

Aura/Caster Level: Moderate conjuration. CL 7th.

Construction: Craft Wondrous Item, soul binding ability, *minor creation*, 3,000 gp, 240 XP, 3 days.

Weight: —.

Price: 6,000 gp.



Teeth of Dahlver-Nar

TEETH OF DAHLVER-NAR

The strange and wondrous *teeth of Dahlver-Nar* give you a physical link to the vestiges and their power.

Lore: The *teeth of Dahlver-Nar* bear the name of the first human to use them. Rumor among the ignorant holds that the teeth tie your soul to fiendish forces, granting them control over your body and even your thoughts. (Knowledge [history] DC 30)

No one knows who created the teeth, or even how it was done. Binder scholars debate whether the items can be created at all—many contend that a new one simply comes into being when a soul transforms into a vestige. (Knowledge [arcana] DC 30)

Individual *teeth of Dahlver-Nar* have occasionally been destroyed, but a new version of a destroyed tooth always crops up at some later date. However, no more than one version of a particular tooth ever exists at any given time. (Knowledge [history] DC 35)

Several versions of the story about the origin of the *teeth of Dahlver-Nar* exist, but one aspect of it remains constant: Dahlver-Nar, a human cleric, discovered the teeth and made them known through his use of their powers. (Knowledge [history] DC 30)

Legend says that using the teeth too often or using too many of them at once can drive the user mad or turn her into a tooth beast (see page 88). How much of this tale is truth and how much is fiction remains to be seen. Many binders have attempted to find out by collecting all the teeth, but as yet no one has managed to obtain all of them at once. (Knowledge [history] DC 30)

Description: *Teeth of Dahlver-Nar* differ in appearance according to their associated vestiges. Many look like the teeth of various humanoids; others appear more unusual. Eurynome's tooth, for example, is a molar as big as a dwarf's fist, Acererak's tooth is a ruby shaped like a cuspid, and Zagan's tooth is a snake fang the length of an elf's hand. Each tooth is inscribed with the seal of a vestige—though it is unbound by the outer circle common to vestige seals. The teeth change size to fit the user's mouth, but only just. Chupoclops's tooth juts out of the user's mouth in the form of a tusk, beside the two created by his sign.

Activation: To employ one of these items, you must remove one of your own teeth and put the *tooth of Dahlver-Nar* in its place. This bloody process requires a full-round action and deals 1 point of damage. Afterward, your tooth is permanently gone; you cannot later replace it after removing the *tooth of Dahlver-Nar.* A *regenerate* spell replaces lost teeth, so long as no *teeth of Dahlver-Nar* occupy the spaces of missing teeth at the time of casting. Replacing your

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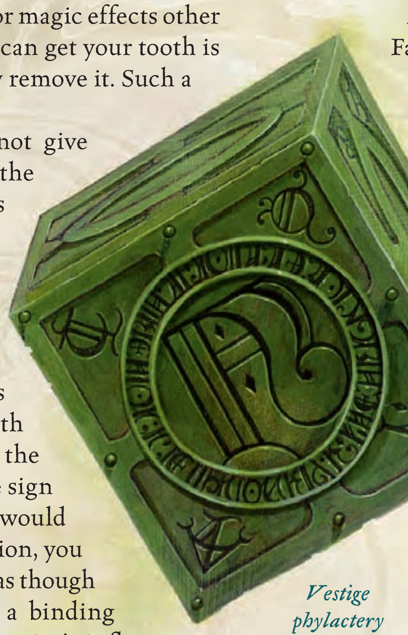
teeth with *teeth of Dahlver-Nar* does not affect bite damage or give you a bite attack if you normally lack one.

You must have a *tooth of Dahlver-Nar* in your mouth for one full day before you can use its ability. During that time, you show the sign of the associated vestige and are under its influence, as described in the Effect section below.

After the tooth has been in your mouth for 24 hours, you can activate or deactivate any continuous abilities it grants as a standard action. Other abilities require a standard action to use. Use of an ability granted by this item never provokes an attack of opportunity, but effects produced by a *tooth of Dahlver-Nar* are not supernatural; they can be dispelled and suppressed in the same way as those of other magic items. A creature cannot target a tooth in your mouth for the purpose of sundering or magic effects other than *dispel magic*. The only way a foe can get your tooth is to render you helpless and physically remove it. Such a removal deals no damage.

Using *teeth of Dahlver-Nar* does not give you the ability to bind a vestige for the purpose of meeting the prerequisites of a feat or a prestige class. *Teeth of Dahlver-Nar* do not occupy a magic item body slot.


Vestige phylactery

Effect: Placing a *tooth of Dahlver-Nar* in your mouth grants you a special magical ability, but it also links your soul and body to the vestige with which the tooth is associated. When the tooth is in your mouth, you show the sign of the associated vestige, just as you would if you had actually bound it. In addition, you are automatically under its influence, as though you were a binder who had failed a binding check. If you choose to ignore the vestige's influence, you take the normal penalty for doing so. The penalty lasts until the tooth is removed, but you can still use its power. As normal, the penalties of ignoring the influences of multiple vestiges stack.

These effects of a *tooth of Dahlver-Nar* cannot be avoided by making a binding check, or by using the suppress sign ability. If you have access to multiple *teeth of Dahlver-Nar*, you can use as many as you wish simultaneously, but you show the signs and are under the influence of all of them. Although some vestiges grant natural attacks associated with their signs, you do not gain those attacks—even though you show the same sign—unless the tooth actually grants that power.

Each *tooth of Dahlver-Nar* grants an ability similar to one granted by the associated vestige. The effects of the teeth are not supernatural. They are spell-like effects and follow all the normal rules for such—they can be suppressed by a targeted *dispel magic*, for example. A *tooth of Dahlver-Nar* is activated by a command word—specifically, the name of the associated vestige. The effects of the specific teeth are given below, along with their saving throw DCs.

Acererak: You can use *command undead* three times per day (Will DC 14 negates). Faint necromancy; CL 5th; Price 10,800 gp.

Agares: You can use *earthquake* once per day. Strong evocation; CL 15th; Price 43,200 gp.

Amon: You can use *burning hands* at will (5d4 fire; Reflex DC 11 half). Faint evocation; CL 5th; Price 9,000 gp.

Andras: You can use *magic circle against evil* or *magic circle against good* (chosen when expending the use) once per day. Faint abjuration; CL 5th; Price 5,400 gp.

Andromalius: You can use *discern location* once per day. Strong divination; CL 15th; Price 43,000 gp.

Aym: You can use *produce flame* once per day. Faint evocation; CL 5th; Price 9,000 gp.

Balam: You can use *polar ray* once per day. Strong evocation; CL 15th; Price 43,200 gp.

Buer: You can use *neutralize poison* once per day. Faint conjuration; CL 5th; Price 5,400 gp.

Chupoclops: You can use *ethereal jaunt* once per day. Strong evocation; CL 13th; Price 32,760 gp.

Dahlver-Nar: You gain a +2 enhancement bonus to natural armor. Faint transmutation; CL 5th; Price 8,000 gp.

Dantalion: You can use *command* three times per day (Will DC 13 negates). Faint enchantment; CL 5th; Price 5,400 gp.

Eligor: You gain a +4 enhancement bonus to Strength. Moderate transmutation; CL 10th; Price 16,000 gp.

Eurynome: You can use *water walk* once per day. Faint transmutation; CL 5th; Price 5,400 gp.

Focalor: You can use *call lightning* once per day (Reflex DC 14 half). Faint evocation; CL 5th; Price 5,400 gp.

Geryon: You can use *fly* once per day. Faint transmutation; CL 5th; Price 5,400 gp.

Haagenti: You can use *lesser confusion* at will (Will DC 11 negates). Faint enchantment; CL 5th; Price 9,000 gp.

Halphax: You can use *imprisonment* once per day (Will DC 23 negates). Strong abjuration; CL 17th; Price 55,000 gp.

Haures: You can use *phantasmal killer* three times per day (Will/Fortitude DC 16 negates/partial). Moderate illusion; CL 7th; Price 30,240 gp.

Ipos: You gain a +4 enhancement bonus to Intelligence. Moderate transmutation; CL 10th; Price 16,000 gp.

Karsus: You can use *dispel magic* three times per day. Faint abjuration; CL 5th; Price 16,200 gp.

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Leraje: You can use *greater magic weapon* once per day to grant your weapon a +5 enhancement bonus. Strong transmutation; CL 20th; Price 21,600 gp.

Malphas: You can use *greater invisibility* once per day. Moderate illusion; CL 7th; Price 10,080 gp.

Marchosias: You gain a +4 enhancement bonus to Charisma. Moderate transmutation; CL 10th; Price 16,000 gp.

Naberius: You can use *lesser restoration* three times per day. Faint conjuration; CL 5th; Price 10,800 gp.

Orthos: You can use *displacement* once per day. Faint illusion; CL 5th; Price 5,400 gp.

Otiax: You can use *fog cloud* three times per day. Faint conjuration; CL 5th; Price 10,800 gp.

Paimon: You gain a +4 enhancement bonus to Dexterity. Moderate transmutation; CL 10th; Price 16,000 gp.

Ronove: You can use *expeditious retreat* at will. Faint transmutation; CL 5th; Price 9,000 gp.

Savnok: You move at your normal speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations). Faint transmutation; CL 5th; Price 2,000 gp.

Shax: You can use *freedom of movement* once per day. Moderate abjuration; CL 7th; Price 10,080 gp.

Tenebrous: You can use *deeper darkness* once per day. Faint evocation; CL 5th; Price 5,400 gp.

Zagan: You can use *poison* three times per day (Fortitude DC 14 negates). Faint necromancy; CL 5th; Price 16,200 gp.

Aura/Caster Level: See each tooth for details.

Construction: The means of constructing *teeth of Dahlver-Nar,* if it was ever known, is lost. Each *tooth of Dahlver-Nar* is a unique magic item.

Weight: —.

Price: See the description of each tooth for details.

VESTIGE PHYLACTERY

A *vestige phylactery* allows you to bind an alternate vestige so that you can swap one spirit for another without having to go through a second ritual. *Vestige phylacteries* are always found empty.

Lore: *Vestige phylacteries* were the last magic items crafted by the first followers of Syfal. They were designed to give binders better tools with which to combat their enemies. (Knowledge [history] DC 35)

Description: A *vestige phylactery* is an ornately carved jade cube measuring about 6 inches on a side. Runes of power and magical inscriptions of binding cover every surface. The box has no apparent means of opening.

When a phylactery houses a vestige, it shakes and moves as if alive. Whenever you exchange a bound vestige for the one in the box, it flares brightly and turns translucent. Diminutive figments of the vestiges momentary grapple as they cross paths going to and from the phylactery.

Prerequisite: You must have the soul binding ability to use this magic item.

Activation: As a full-round action, you can call forth a vestige you have previously bound into the box, willing it to leave the phylactery and enter your body. To bind a vestige into the box, resolve the binding as normal, except that the binding DC increases by 10. You can bind a spirit into a *vestige phylactery* once per day, and you can call a spirit from it once per day. The box does not occupy an item slot, but you must hold it in one hand to activate it.

Effect: Upon activating the phylactery, you immediately bind to the vestige inside it. If doing so would cause the number of vestiges bound to you to exceed your normal limit, you expel a vestige of your choice (prematurely ending its binding) releasing it to make room for the one from the phylactery. The released vestige does not automatically enter the phylactery. You can only call a vestige from the phylactery if you bound the vestige yourself. If you have not bound a vestige into the phylactery when you activate this item, you gain no benefit and instead are stunned for 1d4 rounds. Once the exchange is complete, you lose all the abilities granted by the departed vestige and gain those granted by the new vestige. You show the vestige's sign (or not) as normal. You are influenced by the new vestige if you failed your binding check when you placed it into the phylactery. You remain bound to the vestige from the phylactery based on the time you bound it into the phylactery. A vestige can only be bound into a phylactery for a maximum of 24 hours, after which time it is automatically released.

Aura/Caster Level: Moderate conjuration. CL 10th.

Construction: Craft Wondrous Item, *planar binding* or *planar ally*, 7,500 gp, 600 XP, 8 days.

Weight: 5 lb.

Price: 15,000 gp.

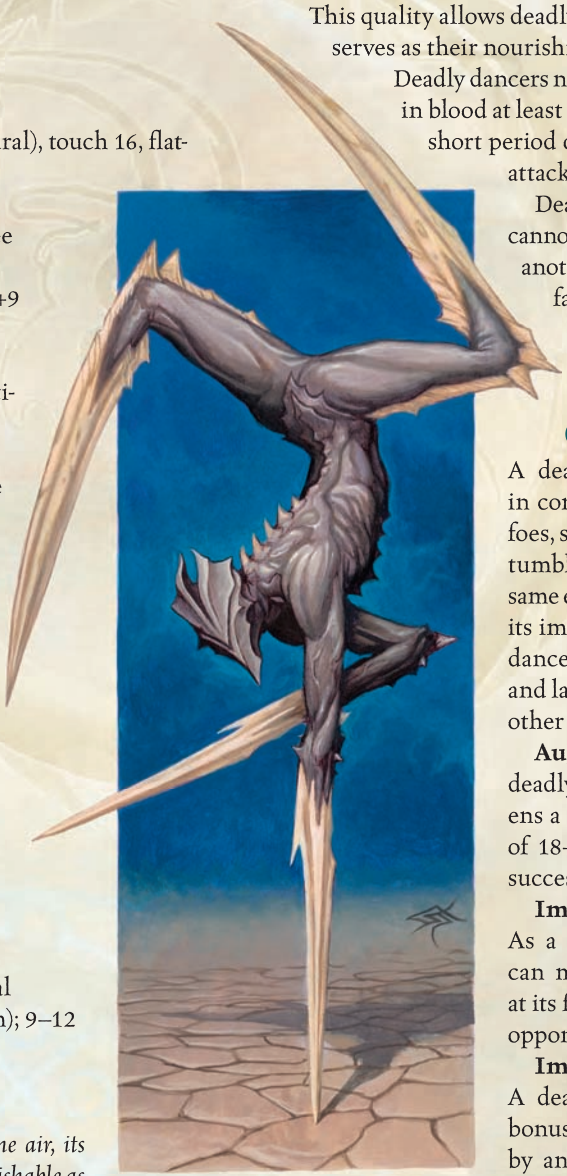
PACT MAGIC MONSTERS

Vestiges nibble at the edges of the world. Their interaction with it remains imperceptible but extant, like a presence unseen and unheard that nevertheless raises hairs on the backs of people's necks and sends chills down their spines. Binders bring vestiges more fully into contact with reality, but another connection might also exist. Certain creatures bear a striking resemblance to vestiges, whether because they are actual descendants of the vestiges' once-living forms, creatures warped by contact with vestiges, or the results of some cosmic synchronicity. Their resemblance to vestiges might also be no more than a strange coincidence.

DEADLY DANCER

Medium Aberration
Hit Dice: 4d8+12 (30 hp)
Initiative: +6
Speed: 60 ft. (10 squares)
Armor Class: 18 (+6 Dex, +2 natural), touch 16, flat-footed 18
Base Attack/Grapple: +3/+5
Attack: Appendage blade +9 melee (1d6+2/18–20/×3)
Full Attack: 3 appendage blades +9 melee (1d6+2/18–20/×3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Augmented critical, improved whirlwind attack
Special Qualities: Darkvision 60 ft., improved uncanny dodge
Saves: Fort +4, Ref +7, Will +3
Abilities: Str 14, Dex 22, Con 17, Int 11, Wis 8, Cha 15
Skills: Balance +8, Hide +7, Jump +21, Listen +1, Move Silently +7, Spot +1, Tumble +15
Feats: Alertness, Weapon Finesse
Environment: Warm land and underground
Organization: Solitary, pair, or troupe (3–8)
Challenge Rating: 3
Treasure: 50% goods or items
Alignment: Often chaotic neutral
Advancement: 5–8 HD (Medium); 9–12 HD (Large)
Level Adjustment: —

A gray and white figure whirls in the air, its rapidly spinning form barely distinguishable as humanoid because of the speed at which it turns. It hops from one bony, bladelike appendage to another, turning cartwheels while it rotates like a top—sometimes balancing on a leg and at other times on an arm. At last, it stops and stands erect, revealing a lithe, gray-skinned body almost 8 feet tall, a mouthless face with blank yellow eyes, and legs and arms that resemble sword blades from the knees and elbows down.



Deadly dancer

Illus. by S. Prescott

The wild and alien creatures known as deadly dancers make terrifying foes. Humans dubbed them dancers because of their unique method of locomotion, and deadly for their bladelike appendages and relentless attacks.

When a deadly dancer stands erect and still, its lithe body approaches 8 feet in height. When it spins, however, it seems closer to 5 feet tall because of the way its body bends. A deadly dancer has tough gray skin and pale yellow eyes, and a typical specimen weighs about 200 pounds. Its arms and legs end in long bone blades that seem smooth but are actually porous. This quality allows deadly dancers to draw in the blood that serves as their nourishment.

Deadly dancers need to soak their arm and leg blades in blood at least once a week or starve. Thus, even a short period of poor hunting can drive them to attack humanoid settlements.

Deadly dancers lack mouths, so they cannot speak. They communicate with one another through complex gestures—in fact, their language takes the form of a dance. However, they can learn to understand other languages.

COMBAT

A deadly dancer never stops moving in combat. It tumbles into the midst of foes, slashes at all within reach, and then tumbles to a different spot to slash at the same enemies again. Even when not using its improved whirlwind attack, a deadly dancer can balance on one leg or arm, and lash out at foes with each of its three other appendages.

Augmented Critical (Ex): Each of a deadly dancer's appendage blades threatens a critical hit on a natural attack roll of 18–20 and deals triple damage on a successful critical hit.

Improved Whirlwind Attack (Ex): As a standard action, a deadly dancer can make one appendage blade attack at its full base attack bonus against each opponent within reach.

Improved Uncanny Dodge (Ex): A deadly dancer retains its Dexterity bonus to AC when flat-footed or struck by an invisible attacker, and it cannot be flanked except by a rogue of at least 8th level.

DEADLY DANCER SOCIETY

Deadly dancer communities are little more than small nomadic hunting parties that hide from the civilizations of other races. Since they cannot easily manipulate objects or build shelters, they gravitate toward warm climates that offer ready safe havens, such as caves. During a hunt, every deadly dancer in the troupe participates, including the young.

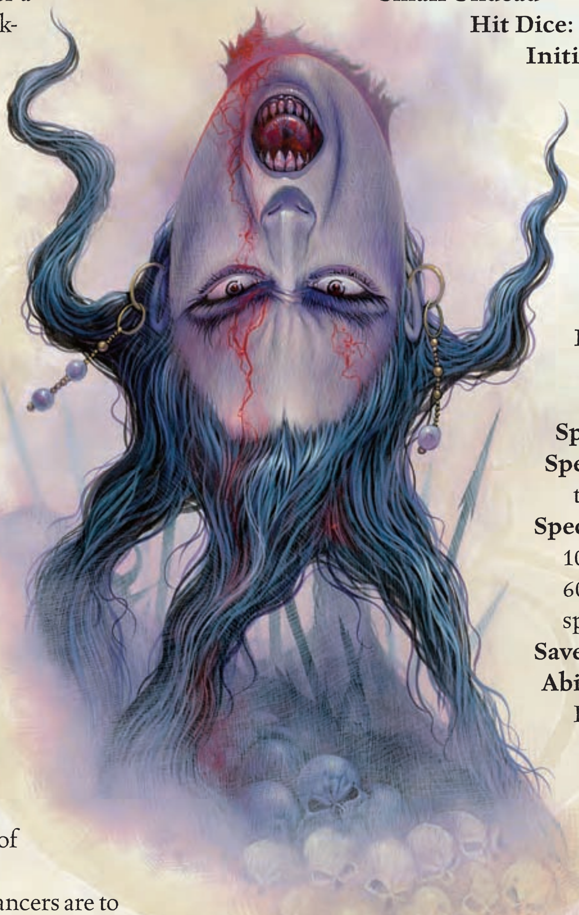
Deadly dancers are sexless creatures. Each can procreate alone simply by breaking off an armblade in the fresh corpse of a Medium creature. The blade then grows into a new, full-grown deadly dancer over a period of seven to ten days. Breaking off an armblade is a painful process for the parent, which takes 2d8 points of damage and loses one appendage attack from its full attack routine, as well as the ability to make improved whirlwind attacks. The dancer can heal the damage naturally, but it does not regain its lost attack and the ability to make whirlwind attacks until the lost blade fully regrows—a process that takes about a month. Furthermore, roughly half the time, breaking off the armblade causes a wound that continues to bleed at a rate of 1 hit point per minute. Since the deadly dancer culture has no clerics and the creatures lack the ability to manipulate bandages or bind wounds, such bleeding usually means death for the parent. Thus, a deadly dancer is usually willing to procreate only if its own death or the destruction of its troupe seems certain.

Knowing how attached deadly dancers are to their troupes, some unscrupulous slavers have captured the creatures for use as assassins, gladiators, or guards. Because deadly dancers can learn to understand other languages, a patient slaver can teach them to take orders, and by holding the majority of the troupe captive, he can ensure that those individuals he releases comply precisely with those orders.

Deadly dancers revere Paimon as a deity, although none seem to draw any power from this worship. They mark their territory by scoring trees and stones with Paimon's seal, and troupes of them sometimes gather to engage in week-long revelries. During such events, they dance together in complicated patterns designed to scribe Paimon's seal across a large clearing. Although they have the ability to draw Paimon's seal, none of them seem to be binders.

Beyond these details, deadly dancer culture and society remain mysterious. Few members of other races have been able to get past their dancing language and violent natures to discover any hard facts. Binder scholars theorize that the ancestors of the deadly dancers were human or elf binders who dedicated themselves to Paimon and somehow drew too much of the vestige into their beings.

DEATHSHEAD



Deathshead

Small Undead

Hit Dice: 10d12 (65 hp)

Initiative: +5

Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.

Armor Class: 19 (+1 size, +1 Dex, +7 natural), touch 11, flat-footed 17

Base Attack/Grapple: +5/+15

Attack: Hair lash +11 melee (1d6+4)

Full Attack: 6 hair lashes +11 melee (1d6+4) and bite +8 melee (1d4+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Dominating contact, improved grab

Special Qualities: Damage reduction 10/cold iron or good, darkvision 60 ft., freedom of movement, scent, spell resistance 15, undead traits

Saves: Fort +3, Ref +6, Will +9

Abilities: Str 19, Dex 13, Con —, Int 16, Wis 15, Cha 18

Skills: Bluff +12, Climb +12, Diplomacy +12, Hide +5, Intimidate +12, Jump +2, Knowledge (all) +17, Listen +11, Ride +7, Sense Motive +11, Spot +11, Swim +12

Feats: Improved Initiative, Lightning Reflexes, Multiattack, Weapon Focus (hair lash)

Environment: Any

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 11–20 HD (Medium)

Level Adjustment: —

An object that resembles a severed giant's head tangled in its own hair unexpectedly flips upside down. Its long tresses twine together to form ropy tentacles, which it uses to lift itself off the ground.

Illus. by W. England

Grinning through rotted lips, it rises on these hair tentacles to the height of a man.

Binders don't like to admit it, but deathsheads were probably first created by a binder necromancer who had an affinity for the vestige called Shax. Now, the creatures come into being through the depraved actions of evil spellcasters and a ritual that involves the drowning of a giant. Initially, the spellcasters who used this ritual were also giants, but over the years, wicked members of other races have learned the practice and come to understand its value.

Deathsheads are valuable to necromancers because they possess great knowledge about all subjects and can act as oracles. In fact, a deathshead shows great ability with all qualities associated with the head. For example, each possesses keen perception and a silver tongue in addition to great knowledge. While these qualities make a deathshead invaluable, its powerful mind can also endanger a careless creator, since it can dominate other creatures simply by touching them. A deathshead often climbs onto a dominated foe and rides it as though it were a mount.

Deathsheads most often serve powerful spellcasters, but some escape control or survive after their masters' deaths. When not under anyone's control, a deathshead usually seeks to dominate either the most powerful creature in the area or the leader of a powerful group of creatures. Although most living creatures find undead disturbing, many communities (even those of ostensibly good-aligned creatures) willingly submit to the rule of a deathshead to benefit from its great knowledge. Once in power, a deathshead does everything it can to maintain and increase that power, including disguising its influence.

A deathshead looks like the partially rotted head of a giant with long hair matted into several ropelike tendrils. The type of giant varies, but the hairless stone giants are never turned into deathsheads. By the same logic, female deathsheads are slightly more common than males, since male giants often keep their hair shorter than their female counterparts. The size of a deathshead's body depends on the type of giant head used to create it, but most range between 2 and 3 feet in diameter. A deathshead typically weighs about 100 pounds and stands approximately 4 feet tall on its hair tentacles.

A deathshead speaks Common, Giant, and up to three other languages spoken by its creator.

COMBAT

Although it can be fearsome in melee, a deathshead generally prefers to employ a foe as a weapon against other enemies. Typically, it dominates the best combatant sent against it, then rides that individual into combat against its other enemies. During the ensuing melee, it often tries to capture and dominate a spellcaster so that it can finish off the others or escape. Because a deathshead usually rides foes without a saddle, it takes a –5 penalty on Ride checks for riding bareback. A deathshead that dominates its mount automatically succeeds on Ride checks made to guide with knees, leap, spur its mount, and control its mount in battle, and the dominated creature is considered a war-trained mount.

A spellcaster of 15th to 17th level can create a deathshead by casting a *create undead* spell on the severed head of a drowned giant with long hair.

Dominating Contact (Su): When in a grapple, a deathshead can dominate its foe as if using the *dominate monster* spell (caster level equal to its Hit Dice; Will DC 19 negates) as a standard action. Only the sustained contact of a grapple is sufficient for the deathshead to establish dominance, a simple touch attack has no effect. The save DC is Charisma-based.

A deathshead can control a dominated creature only so long as it maintains physical contact with it. Doing so usually requires the deathshead to remain in the dominated creature's square and either ride on or be carried by its victim. Thus, deathsheads typically attempt to dominate very strong or large individuals that can support them easily unless they intend to gain a brief benefit—such as forcing a spellcaster to use some spells against his allies. A deathshead can stand next to a dominated creature and simply hold it with a tentacle, but such an arrangement is risky in combat.

Improved Grab (Ex): To use this ability, a deathshead must hit an opponent with a hair lash attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to dominate the opponent in the following round.

A deathshead has a +10 racial bonus on grapple checks, which is included in the statistics above.

Freedom of Movement (Su): A deathshead has a continuously active freedom of movement ability, as the spell (caster level equals your effective binder level).

Skills: A deathshead has a +10 racial bonus on Knowledge checks. It also has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. In addition, a deathshead has a+8 racial bonus on any Swim check to perform a special action or avoid a hazard. It can always take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

HORNED BEAST

Medium Magical Beast

Hit Dice: 4d10+12 (34 hp)

Initiative: +6

Speed: 40 ft. (8 squares)

Armor Class: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15

Base Attack/Grapple: +4/+8

Attack: Gore +9 melee (1d6+4)

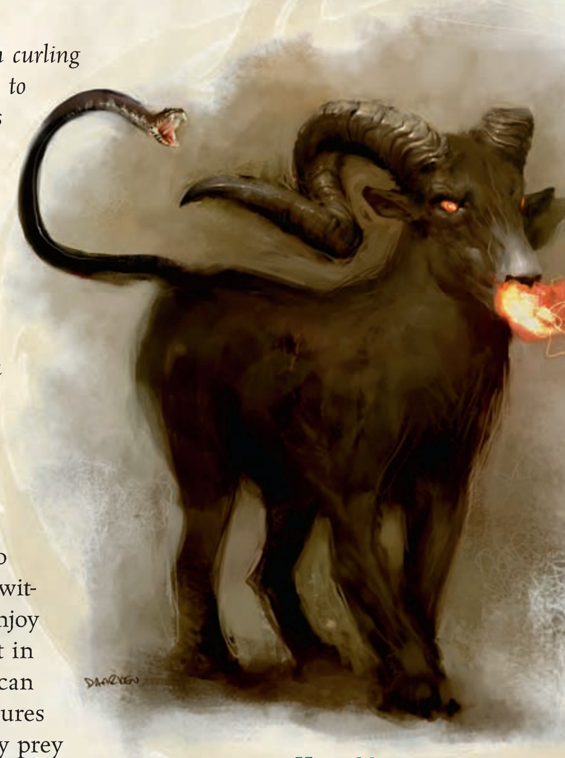
Full Attack: Gore +9 melee (1d6+4) and bite +8 melee (1d4+4 plus poison); or bite +8 melee (1d4+4) and bite +8 melee (1d4+4 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon, poison, superior natural weapon fighting

Special Qualities: Darkvision 60 ft., light sensitivity, low-light vision, resistance to fire 10
Saves: Fort +7, Ref +6, Will +2
Abilities: Str 18, Dex 15, Con 17, Int 2, Wis 12, Cha 7
Skills: Jump +8, Listen +7, Move Silently +5, Search –2, Spot +3
Feats: Improved Initiative, Powerful Charge^{B}, Weapon Focus (gore)
Environment: Temperate and warm hills and mountains
Organization: Solitary, pair, or pack (5–14)
Challenge Rating: 4
Treasure: None
Alignment: Usually neutral evil
Advancement: 5–8 HD (Medium); 9–12 HD (Large)
Level Adjustment: —

A black-furred creature with curling ram's horns lowers its head to charge. Although it possesses a goat's head, it has a wolf's powerful body and a black adder for a tail. As it begins to run, a screeching howl issues from its throat, and its tail hisses. Fire escapes from huge jaws studded with fangs too vicious for either a goat or wolf.



Horned beast

Horned beasts are horrible creatures that rove over rocky terrain hunting food and seeking new victims to terrorize. Despite their dimwitted nature, horned beasts enjoy malicious acts and delight in the fear and horror they can create. Packs of these creatures have been known to harry prey for hours before attacking to kill, and a pack that attacks a group of creatures might purposely leave a few injured but alive in order to enjoy their heightened terror during the next attack. Although horned beasts can never be truly tamed, some evil folk capitalize on their cruel natures and keen hearing by using them as guardians.

A horned beast measures between 4 and 5 feet long and weighs about 175 pounds. It hunts at night, howling in the distance at the sight of prey then creeping silently toward it before charging out of the darkness. During the day, it retreats into a cave or rests in a dark copse of trees because it finds bright light painful.

Pact magic grimoires say that when Amon was a god of light and law, a cadre of wise golden rams served him as messengers and helpmates. When he fell into obscurity, his golden rams lived on. Over the centuries, however, they changed as Amon did, eventually becoming the horned beasts. Thus, most binders refer to horned beasts as the flock of Amon.

COMBAT

A horned beast charges into combat to ram its foe. Then it lashes out with its bite attacks, often biting different creatures with each attack and then switching who gets bitten by which head. Whenever possible, it employs its powerful charge against its enemies, sometimes even retreating briefly from the fray so that it can come charging back.

Breath Weapon (Su): 20-foot cone, once every 1d4 rounds, damage 3d6 fire damage, Reflex DC 15 half. The save DC is Constitution-based.

Poison (Ex): The horned beast's snake head delivers poison with its bite attack. Injury, Fortitude DC 15, initial and secondary damage 1d8 Dex. The save DC is Constitution-based.

Superior Natural Weapon Fighting (Ex): A horned beast bites opponents with both its goat head and its snake tail. Because each of its two heads controls a bite attack, both bites are considered primary natural attacks, and neither is

POWERFUL CHARGE

The Powerful Charge feat appears on page 207 of *Monster Manual III,* and is reprinted here for convenience.

POWERFUL CHARGE

A creature with this feat can charge with extra force.

Prerequisites: Medium or large, base attack bonus +1.

Benefit: When the creature charges, if its melee attack hits, it deals an extra 1d8 points of damage (if it is of Medium size). For Large creatures, the extra damage is 2d6 points; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat only works when the creature makes a charge. It does not work when the creature is mounted. If the creature has the ability to make multiple attacks after a charge, it can apply this extra damage only to one of those attacks.

Special: A fighter can select Powerful Charge as one of his fighter bonus feats.

Illus. by Daarken

subject to a penalty on attack or damage rolls as a secondary attack.

Light Sensitivity (Ex): A horned beast is dazzled while in bright sunlight or within the radius of a *daylight* spell.

Skills: Because of its two heads, a horned beast gains a +2 racial bonus on Listen, Search and Spot checks.

KARSITE

1st-Level Warrior
Medium Humanoid (Human)
Hit Dice: 1d8+5 (9 hp)
Initiative: +0
Speed: 20 ft. in breastplate (4 squares); base speed 30 ft.
Armor Class: 17 (+5 breastplate, +2 heavy shield), touch 10, flat-footed 17
Base Attack/Grapple: +1/+2
Attack: Longsword +2 melee (1d8+1/19–20 plus magic drain) or throwing axe +1 ranged (1d6+1)
Full Attack: Longsword +2 melee (1d8+1/19–20 plus magic drain) or throwing axe +1 ranged (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Magic-draining attacks
Special Qualities: Human traits, damage reduction 5/magic, spell healing, spell resistance 11, spellcasting inability
Saves: Fort +4, Ref +0, Will –1
Abilities: Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 10
Skills: Climb –3, Intimidate +3, Ride +3
Feats: Ability Focus (magic-draining attacks), Toughness
Environment: Any land
Organization: Solitary, pair, strike team (3–7 plus 1 2nd-level sergeant and a leader of 3rd–6th level), or clan (20–50 plus 10% noncombatants plus 1 2nd-level sergeant per 5 adults, 2d4 5th-level lieutenants, 1d4 7th-level captains, and 1 leader of 8th–10th level)
Challenge Rating: 1
Treasure: Standard
Alignment: Often neutral evil
Advancement: By character class
Level Adjustment: +2

Unsheathing his longsword with a flourish, the human grins in anticipation of a fight, winking at his foe to egg him on. One of his eyes is blue; the other is brown. A shock of white runs through his long, dark hair.

Karsites are a subrace of humans born at random among the human population.

When the vestige called Karsus yet lived as a powerful wizard, he fathered many children among his slaves and supplicants. Then his failed attempt to steal power from the deity of magic shattered his people's empire and spread them across the world. Thus, over more than a thousand years, his bloodline has tainted nearly every human population, and at times it grows strong enough for a human to give birth to a karsite. When two karsites mate, they breed true.

Karsites appear human overall, but they have two distinguishing traits. First, each has one pale blue eye and one eye of another color common to humans. A karsite also has a shock of white hair on his head. These traits appear infrequently among normal humans, and almost never at the same time. In communities where karsites mate exclusively with one another, other features also become common, such as straight blond or black hair, a sharp widow's peak, and a small nose and mouth.

Karsite infants appear as normal humans, but as they mature, their strange appearances and powers appear. Most karsites gain their birthright by the time they reach puberty, but for some it comes sooner or later. Superstitious humans often view the change in an emerging karsite's appearance as a sign of a blessing or curse, but few suspect that it is both.

Karsus's bloodline allows a matured karsite to resist nonmagical blows and to turn spells cast against him into healing magic, but it also prevents him from ever casting any spell. Karsites born among humans might live and die without ever knowing that their unusual appearance comes with wondrous abilities, but others discover their birthright when they attempt to take up the path of a spellcaster, or when violence leaves them less harmed than it should. Communities of karsites often seek out such "foundlings" to indoctrinate

QUICK AND EASY KARSITES

You don't have to build karsite NPCs from the ground up. Simply add the racial traits described above to any nonspellcasting human NPC you already have. Even NPCs the player characters have known for years might secretly be karsites. In fact, you can dispense with changing statistics by simply assuming that the human in question has already benefited from the karsite racial bonus to Constitution and Charisma. Just adjust the NPC's challenge rating and add the special abilities, and you're done.

Consider allowing the same kind of conversion for players with human PCs who want to play karsites. Perhaps the character has been a karsite all along, but his powers matured late in his life. The karsite abilities come with a level adjustment, however, so consider this option carefully. It might not be fun for other players to see the karsite player's PC suddenly surpass their character's capabilities. On the other hand, if the human PC has fallen behind in levels, or if other party members have benefited from templates that grant level adjustments, conversion to a karsite might be a great way to allow a player to keep up with his friends' characters.

If humans aren't prevalent in your campaign (or if including a subrace of humans doesn't appeal to you), consider giving karsite abilities to half-elves or half-orcs, or even an elf or orc who has a half-elf or half-orc (and thus a Karsus-blooded human) in his family tree.

into their philosophy, hoping to swell their numbers and advance their evil agenda (see Karsite Society, below).

Karsites speak Common.

COMBAT

A karsite advances into melee as quickly as possible. He prefers to engage foes that lack magic weapons, but if attacked with such an item, he focuses his attacks on that individual. A karsite generally saves enemy spellcasters for last in a fight, relying on his spell resistance to fend off their spells and his spell healing ability to keep him on his feet. He might try to capture enemy spellcasters for later torture, but if a particular spellcaster regularly penetrates his spell resistance, he changes tactics and attempts to defeat that enemy as quickly as possible.

Magic-Draining Attacks (Su): A karsite's melee attacks can weaken a foe's magic armor, weapon, or shield. If a creature struck in melee by a karsite fails a DC 12 Will save, one of the combat-oriented magic items (armor, shield, or weapon) in its possession is suppressed for 1 round. If a karsite knows a particular weapon, armor, or shield in his foe's possession is magical, he can choose to drain that item, provided that he can see it. Otherwise, the item is chosen randomly. Drained items still detect as magical, but the magic appears suppressed. The save DC is Charisma-based, and it includes the +2 bonus from the Ability Focus (magic-draining attacks) feat.

Spell Healing (Su): Whenever a karsite's spell resistance prevents a spell from affecting him, he heals 2 points of damage per spell level. Thus, if a 7th-level spell failed to penetrate a karsite's spell resistance, he would heal 14 points of damage.

Spellcasting Inability: A karsite cannot cast arcane or divine spells, even if he takes levels in a class that grants spellcasting ability. He can use spell-like abilities, psionic powers, and magic items normally.

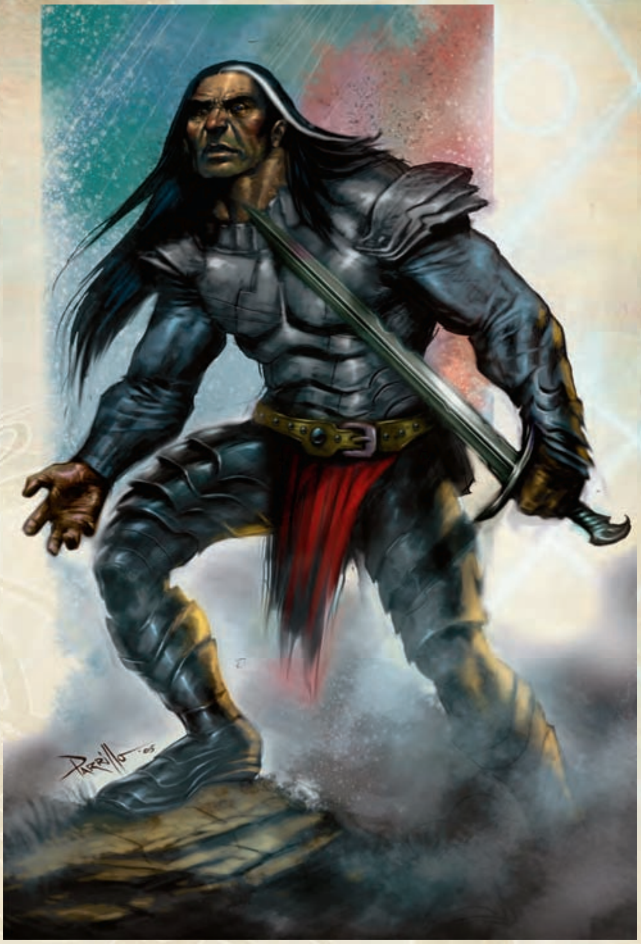
KARSITE SOCIETY

Over the centuries, karsites have discovered one another and founded communities of their own kind. Many of these communities exist within human society, and their members pass off their unusual karsite appearance as a simple family trait. The karsites of these regions hide their abilities, their philosophy, and their agenda while doing their best to seem like normal members of society.

Long ago, the humans of a forgotten nation persecuted the karsites out of fear of their abilities. Countless karsites were hunted down and executed during this period. Brought together by this disaster, some karsites joined forces and fled the area. They found safety in numbers, as well as a strong feeling of camaraderie based on their shared past.

In the process of investigating their history as a group, these karsites discovered the legend of Karsus and the process of binding vestiges. By summoning Karsus and consulting with him, they "discovered" their purpose: to rid humanity of arcane spellcasters and establish the worship of Karsus as the only god. Accomplishing this latter goal would make the karsites the ruling caste of humanity because of their divine bloodline.

Communities of karsites work toward this goal in many ways, such as discrediting the good works of heroic spellcasters, preventing the founding of temples and schools of magic, stealing magic items and ruining their creators, and taking leadership roles in human settlements. However, they carry out all their work in secret. Despite their evil natures, karsites loathe killing other humans, primarily because doing so is robbing them of their future servants, who after all don't know any better now. However, they do relish the opportunity to harm spellcasters of any race.



Karsite

KARSITES AS CHARACTERS

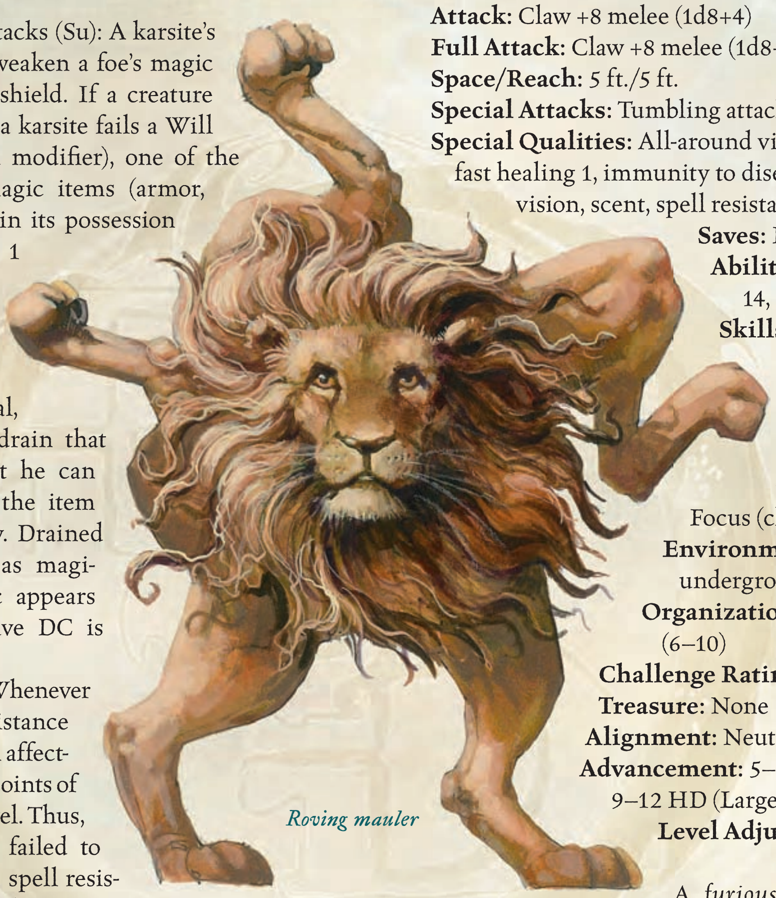
Most exceptional karsites are fighters or binders. Some choose to become monks, barbarians, or rogues, and a few discover psionics and follow that path. Almost no karsite becomes a ranger or paladin, however, and none are clerics, druids, sorcerers, or wizards.

Karsite characters possess the following racial traits.

Illus. by L. Parrillo

- Human Traits: Karsites possess all the traits of humans as described in the *Player's Handbook*, except as noted here.
- +2 Constitution, +2 Charisma: Karsites are exceptionally hardy, and their bloodline gives them a commanding presence.
- Damage Reduction: A karsite has damage reduction 5/magic.
- Spell Resistance: A karsite's spell resistance equals 10 + his class levels.
- Magic Draining Attacks (Su): A karsite's melee attacks can weaken a foe's magic armor, weapon, or shield. If a creature struck in melee by a karsite fails a Will save (DC 10 + Cha modifier), one of the combat-oriented magic items (armor, shield, or weapon) in its possession is suppressed for 1 round. If a karsite knows a particular weapon, armor, or shield in his foe's possession is magical, he can choose to drain that item, provided that he can see it. Otherwise, the item is chosen randomly. Drained items still detect as magical, but the magic appears suppressed. The save DC is Charisma-based.
- Spell Healing (Su): Whenever a karsite's spell resistance prevents a spell from affecting him, he heals 2 points of damage per spell level. Thus, if a 7th-level spell failed to penetrate a karsite's spell resistance, he would heal 14 points of damage.
- Spellcasting Inability: Karsites cannot cast arcane or divine spells, even if they take levels in a class that grants spellcasting ability. They can use spell-like abilities, psionic powers, and magic items normally.
- Proficiencies: Karsites are proficient with light and medium armor, and with martial weapons.
- Favored Class: Binder.
- Level Adjustment: +2.
- Challenge Rating: The CR of a karsite with levels in an NPC class equals his character level. The CR of a karsite with levels in a PC class equals his character level +1.

The karsite warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.



Roving mauler

Illus. by C. Critchlow

ROVING MAULER

Medium Magical Beast (Extraplanar)
Hit Dice: 4d10+8 (30 hp)
Initiative: +3
Speed: 40 ft. (8 squares), climb 20 ft.
Armor Class: 16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple: +4/+7
Attack: Claw +8 melee (1d8+4)
Full Attack: Claw +8 melee (1d8+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Tumbling attack 2d8+4
Special Qualities: All-around vision, darkvision 60 ft., fast healing 1, immunity to disease and poison, low-light vision, scent, spell resistance 10
Saves: Fort +6, Ref +7, Will +2
Abilities: Str 17, Dex 16, Con 14, Int 2, Wis 13, Cha 17
Skills: Balance +12, Climb +11, Jump +16, Listen +8, Search +1, Spot +8, Tumble +15
Feats: Skill Focus (Tumble), Weapon Focus (claw)
Environment: Warm land or underground
Organization: Solitary, pair, or pride (6–10)
Challenge Rating: 3
Treasure: None
Alignment: Neutral
Advancement: 5–8 HD (Medium); 9–12 HD (Large)
Level Adjustment: —

A furious thumping sound—as if someone was running, but more rapid—emanates from the darkness. Suddenly an odd creature rolls into sight. Claws flash as it cartwheels end over end on five furred legs. It turns as it tumbles by, displaying two leonine faces, one snarling on each side of its strange, star-shaped body.

Though they are simple-minded magical beasts, roving maulers bear a disturbing resemblance to Buer, and they possess a few of the abilities that the vestige grants to her summoners. These similarities have led some binders to theorize that either the creatures are her servants, or Buer had some connection to them in life. The truth of their origins, however, remains a mystery.

A roving mauler stands about 5 feet tall and weighs roughly 150 pounds. Its five legs resemble those of a lion. Its fur is brown or tan-colored, with stripes that change color by season and territory. Hunters have even reported green-striped roving maulers living in forests.

Roving maulers live in prides like those of lions, and the two creatures sometimes occupy the same territory. Both typically hunt at night, but roving maulers tend to favor larger prey. They do not hunt lions or any creatures that have exceptional grappling abilities, and they have even been known to give up their kills to such creatures when challenged. Nearly any other prey, however, is fair game. In particular, roving maulers have earned a reputation for attacking caravans and campsites at night. They usually kill only beasts of burden, attacking humanoids only if they interfere. If a campsite has no animals, however, the roving maulers roll out of the darkness and rend the flesh of anyone unfortunate enough to be in their path.

Roving maulers can track by scent, though poorly, and they possess keen eyes and ears, but they lack stealth. In the daytime, they typically lounge in trees or rocky prominences waiting for prey to wander near. At night, they roam through the wilderness, hoping to find a group of creatures bedding down for the night.

COMBAT

A roving mauler rolls into combat and never stops moving. Although it can stand in place and fight, it prefers to tumble over its foes, raking with its claws as it goes. If a fight goes poorly, a roving mauler tumbles away to heal, then returns to finish the combat. Both of a roving mauler's faces possess sharp teeth, but it can't bring them to bear in combat. Similarly, the orientation of its legs allows it only one claw attack in melee or a grapple.

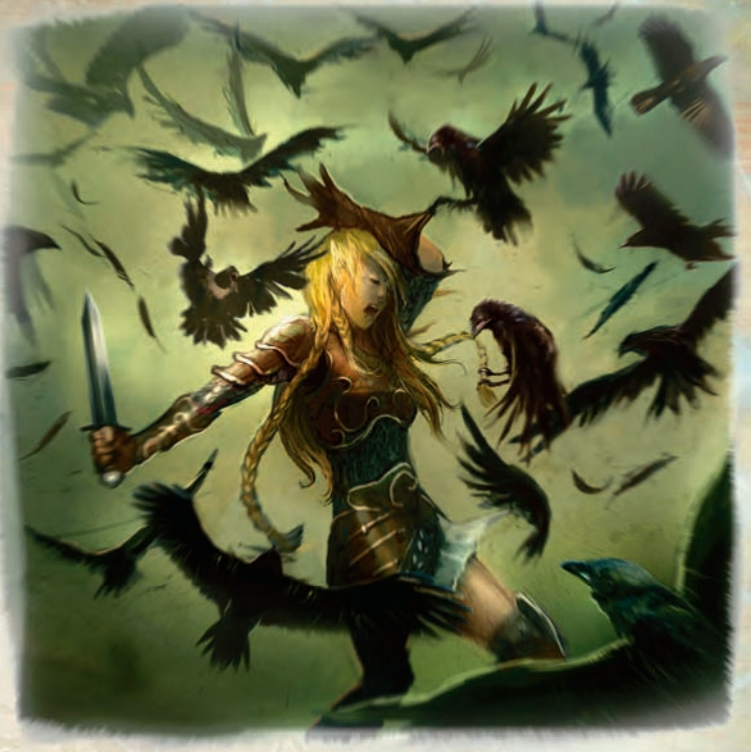
Tumbling Attack (Ex): A roving mauler can literally run over opponents—even those larger than itself. As a full-round action, it can move up to 40 feet, tumbling over any creatures in its path. Any creature that occupies a space through which a roving mauler tumbles is subject to a claw attack regardless of its size.

If a roving mauler tumbles over part of an occupied space, the creature within it can make an attack of opportunity against the mauler at a –4 penalty. A roving mauler can negate the attack of opportunity if it succeeds on a DC 25 Tumble check to move through the creature's space and reach. A failed check does not cause a roving mauler to stop, but it does allow the target an attack of opportunity.

A roving mauler can attack each target only once per round, no matter how many times its movement takes it through that target's square.

All-Around Vision (Ex): A roving mauler's two faces and four eyes allow it to look in any direction, granting it a +4 racial bonus on Search and Spot checks. Opponents gain no benefits when flanking a roving mauler.

Skills: A roving mauler has a +4 racial bonus on Listen checks, and its all-around vision grants it a +4 racial bonus on Search and Spot checks. A roving mauler also has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.



Murder of crows

Illus. by J. Zhang

SWARM, MURDER OF CROWS

Tiny Animal (Swarm)
Hit Dice: 4d8 (18 hp)
Initiative: +6
Speed: 10 ft. (2 squares), fly 40 ft. (average)
Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple: +3/—
Attack: Swarm (1d6)
Full Attack: Swarm (1d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Blinding, distraction
Special Qualities: Half damage from slashing and piercing, low-light vision, swarm traits
Saves: Fort +4, Ref +6, Will +3
Abilities: Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6
Skills: Listen +5, Spot +8
Feats: Alertness, Improved Initiative
Environment: Temperate forests
Organization: Solitary, pair, gathering (3–4 swarms), or plague (7–12 swarms)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: None
Level Adjustment: —

From the limbs of a nearby tree comes a raucous calling sound. Hundreds of ravens—maybe as many as a thousand—roost among the leaves and branches. Upon noticing a nearby creature, they all become silent. Then one bird flaps up from its perch, and suddenly they all fly upward en masse. The flock gathers in a tight knot as it spirals high into the sky, then it suddenly whirls back down, like a black cloud of feathers with thousands of sharp claws and beaks stretched toward its prey.

A swarm of crows, also called a murder of crows or an unkindness of ravens, often gathers in the evenings and early morning hours on battlefields that are littered with casualties. Hundreds of birds feast upon the dead and dying, and when the battle begins again, they fly off to roost in nearby trees as spectators of the blood sport. Some say the crows learn to kill by watching war, but regardless of how it happens, these large flocks sometimes act communally to attack other creatures and create the carnage on which they long to feed.

Crows have always gathered in great flocks, but the first records of such flocks attacking creatures appear after Malphas's death and transformation into a vestige. Binder scholars note that it was not until this time that such flocks were called unkindnesses.

Once gathered into a murder, crow swarms remain together until dispersed by damage or the strong winds of a storm. These swarms can plague communities by ravaging crops and wounding or killing people.

Telling a murder of crows from a simple gathering of many black birds can be difficult. Individually, the birds appear the same, but when a murder of crows flies, the birds brush up against each another, sometimes even crawling over one another in the air. The sight is ghastly, and the noise the swarm makes is both piercing and thunderous.

OTHER BIRD SWARMS

You can use crow swarm statistics for any swarm of similarly sized birds. If you want to represent a swarm of smaller birds, such as a pitying of doves, substitute the following statistics in place of the corresponding lines in the statistics block above.

Diminutive Animal (Swarm)
Armor Class: 16 (+4 size, +2 Dex), touch 16, flat-footed 12
Special Qualities: Immune to weapon damage, low-light vision, swarm traits

COMBAT

Like all swarms, a murder of crows attacks by moving over foes and dealing swarm damage. For information on the swarm subtype and important rules about it, see page 315 of the *Monster Manual*. Unlike many swarms, a crow swarm is hindered in its attacks by its flying maneuverability. A flying crow swarm must move at least 20 feet each round, it can turn 45 degrees only after moving 5 feet or sacrificing 5 feet of movement, and it cannot turn more than 90 degrees in one place. Abiding by these rules allows a murder of crows to fly in a small circle, always keeping one square of its space covering a single 5-foot square. The swarm can land and move on the ground, but at a much slower speed. See Tactical Aerial Movement on page 20 of the *Dungeon Master's Guide* for more details.

A murder of crows can be summoned in place of a bat, rat, or spider swarm using the *summon swarm* spell.

Blinding (Ex): A creature damaged by a crow swarm must succeed on a DC 14 Reflex save or be blinded. The creature can regain its sight by healing the damage naturally, by any application of a *cure* spell or some other healing magic, or with a *remove blindness/deafness* spell. The save DC is Dexterity-based.

Distraction (Ex): Any living creature that begins its turn with a crow swarm in its space must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

TOOTH BEAST

Large Aberration
Hit Dice: 8d8+40 (76 hp)
Initiative: –1
Speed: 10 ft. (2 squares)
Armor Class: 22 (–1 size, –1 Dex, +14 natural), touch 8, flat-footed 22
Base Attack/Grapple: +6/+18
Attack: Claw +14 melee (1d8+8)
Full Attack: 2 claws +14 melee (1d8+8) and bite +11 melee (1d8+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Frightful moan, pounce, rake
Special Qualities: Blind, blindsight 120 ft., sprint after fear
Saves: Fort +7, Ref +1, Will +6
Abilities: Str 27, Dex 8, Con 21, Int 2, Wis 10, Cha 8
Skills: Hide +5, Jump –4, Listen +19
Feats: Multiattack, Power Attack, Weapon Focus (claw)
Environment: Underground
Organization: Solitary or pair
Challenge Rating: 7
Treasure: 50% goods or items
Alignment: Usually neutral
Advancement: 9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment: —

An ursine creature the size of a polar bear lumbers into view. Instead of fur, thousands of sharp teeth of various types and sizes stud its hide. Teeth of every kind cover its entire body, including its head, which has teeth for eyes. The raw flesh between the teeth is pink and has the moistness of gums. Despite its apparent blindness, the creature seems to sense the presence of prey, turning suddenly toward a creature that has passed and emitting a terrifying moan.

Tooth beasts roam the Underdark, making their homes in cool caverns that provide easy access to water. Occasionally, they travel nearer to the surface, living in caves and venturing out when prey wanders near, or when the weather duplicates the conditions of their favored environment.

Tooth beasts use their keen sense of hearing to hunt. They listen for distant prey and move slowly toward the sounds, hoping to get close enough to frighten the creatures. The noise of a combat often draws tooth beasts, and many Underdark denizens simply leave their dead and dying on the field of battle when a tooth beast shows up to avoid facing the creature themselves.

None who know of Dahlver-Nar can dispute the tooth beasts' resemblance to him, but the cause of that similarity remains disputed. Some think tooth beasts are degenerate descendants of Dahlver-Nar; others believe they are binders who bound themselves too often to that vestige. Those who believe in the legendary *teeth of Dahlver-Nar* theorize that tooth beasts exist because binders lost themselves to the power of those items, just as Dahlver-Nar did.

A tooth beast weighs about 2,000 pounds and stands nearly 10 feet tall on its hind legs.

COMBAT

A tooth beast moves as swiftly as possible to place foes within range of its frightful moan. It then uses that ability to divide and conquer, charging any foes who remain nearby before pursuing those that have fled. When it encounters foes that remain out of range, the tooth beast usually flees, hoping to either escape the encounter altogether or lure its enemies into fighting in closer quarters.

Frightful Moan (Su): As a standard action, a tooth beast can emit a frightful moan. Every creature within 30 feet that hears it howl must succeed on a DC 13 Will save or be frightened for 1 round and shaken for 1 round thereafter. All tooth beasts have immunity to this attack. Frightful moan is a sonic mind-affecting fear ability, and the save DC is Charisma-based.

Pounce (Ex): If a tooth beast charges a foe, it can make a full attack, including two rake attacks.

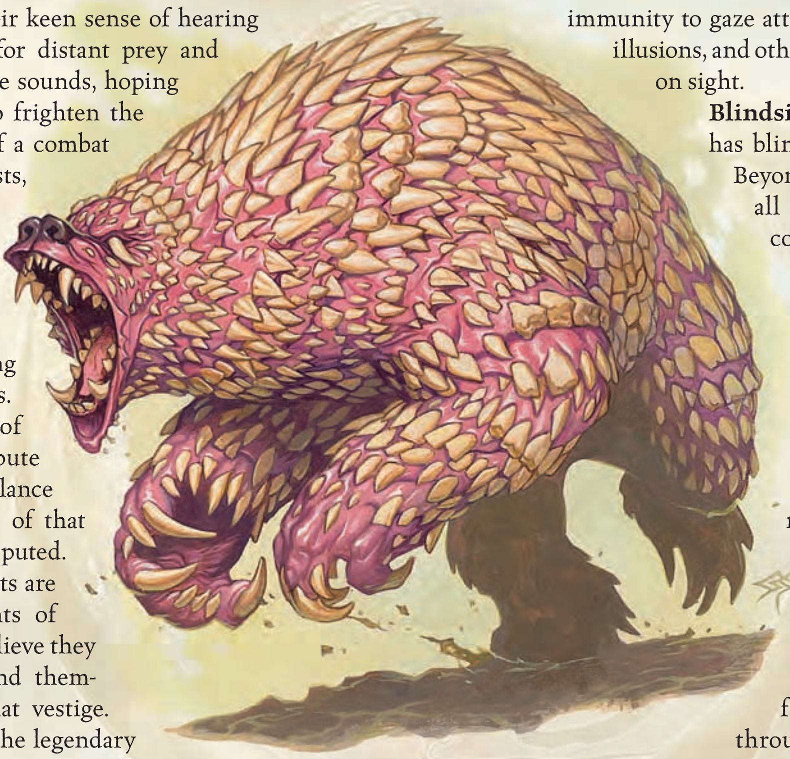
Rake (Ex): Attack bonus +14 melee, damage 1d8+4. A tooth beast makes rake attacks by rubbing its body—and the many sharp teeth that cover it—against a foe.

Blind (Ex): A tooth beast's blindness gives it immunity to gaze attacks, visual effects and illusions, and other attack forms that rely on sight.

Blindsight (Ex): A tooth beast has blindsight out to 120 feet. Beyond that range, it treats all targets as having total concealment.

Sprint after Fear (Ex): A tooth beast can sense fear in creatures within range of its blindsight, and it can move at a speed of 60 feet (or charge at 120 feet) to end its movement next to a creature affected by any sort of fear condition. During such a charge, a tooth beast is slowed in the usual fashion when moving through squares that normally slow movement (such as difficult terrain), and it must follow all other rules for charging.

Skills: A tooth beast has a +8 racial bonus on Listen checks.



Tooth beast

Illus. by S. Prescott

PACT MAGIC ORGANIZATIONS

This section details two of the most important organizations that focus on pact magic.

THE ORDER OF SEROPAENES

"They are a threat to the Truth. To falter in our task spells certain doom for all."

—Sir Michael Ambrose, Seropaenean leader

The Order of Seropaenes is an alliance of various religious groups sworn to destroy pact magic and conceal its existence. Although the specific faiths are often at odds about other issues, their members are willing to work together in order to negate the greater threat posed by binders.

JOINING THE ORDER OF SEROPAENES

Characters with some divine connection are the most likely candidates for the order. Clerics, paladins, favored souls (see *Complete Divine*), and even blackguards often seek membership. However, the leaders of the order are so dedicated to their mission that they accept candidates from nearly any class. Over the years, the order has used witch slayers, rogues, assassins, rangers, and even barbarians to combat the binders.

ENTRY REQUIREMENTS

Skills or Spellcasting: Knowledge (religion) 3 ranks or the ability to cast 1st-level divine spells

The order makes extensive use of its darker elements to locate suspected binders, using rogues for espionage, wizards for divination, and blackguards to learn what they can from the darker agencies. Based on the information gained from these sources, paladins, fighters, and favored souls go to binder hideouts to capture or kill their enemies. The order sends only its good members on such missions because they are more likely to capture their foes alive and bring them back to the stronghold for questioning than evil members are. The higher-ranking members of the order consider interrogation an invaluable tool for learning where to find other pact magic practitioners and to what other areas the cancerous knowledge might have spread.

SEROPAENEAN BENEFITS

The Order of Seropaenes is a well-funded and powerful secret society. Members receive equipment and can acquire different types of services at discounted rates.

The order offers a bounty for each heretic captured. A live binder earns you a bonus equal to his binder level × 100 gp. A dead one earns a bonus equal to his binder level × 25 gp.

In addition, the Seropaeneans loan equipment to members undertaking specific missions for the order. You can borrow permanent magic items whose value equals your character level × 200 gp.

Since the Order of Seropaenes consists largely of religious groups, its members have no shortage of divine magic. Members receive *cure* spells, *remove curse*, *remove disease*, and *remove poison* at no cost. The order also provides powerful magic, such as *raise dead*, *resurrection*, and the like, for 75% of the normal price. Finally, you can purchase curative potions and wands at 50% the list price.

PLAYING A SEROPAENEAN

A fundamental order guides the universe, and pact magic perverts that order. By exploiting spirits that the gods have banished, binders endanger the delicate balance between gods and men, and reveal secrets that should remain unknown to mortal minds. No matter how they present their activities, the fact is that binders dabble with damned spirits, allowing these abominations to possess them and adding to their power with each binding. If not stopped, these wretched spirits could one day supplant the gods themselves.

You were once one of the blind, unseeing and unable to comprehend the larger framework of the planes. Then the Seropaeneans removed your blindfold, and you left your old life behind to fight the good fight. What's one life against the benefit of all? How can a mortal life measure against the sanctity of the divine? Your task is to eliminate the heretics known as binders before they erode the relationship between mortal and immortal any further.

To be effective as a Seropaenean, you must gain some fundamental knowledge about your enemy. Thus, for the first year or so after joining the order, you learn everything you can about binders and the fundamentals of pact magic. In particular, you study the nature of the vestiges, the gifts they confer, and the techniques for summoning and binding them.

COMBAT

Binders are unpredictable, so make sure you have a good mixture of offensive and defensive abilities when facing off against them. Purchase or borrow magic items to minimize your weaknesses. In particular, items that increase your save modifiers are good tools for your missions.

Anticipating what kinds of spirits a given group of binders draws power from can be difficult. So in smaller-scale combats, be sure you have a good mix of allies, especially spellcasters. If you don't have access to divine magic of your own, pair up with a divine spellcaster who can keep you on your feet.

In large conflicts, a broad selection of allies is best. Form units that include a paladin, a rogue, a cleric, and a wizard or sorcerer. This mix of abilities helps you compensate for the binders' unusual assortment of powers.

ADVANCEMENT

The mission requires your absolute loyalty. You might regularly face situations that challenge your morality, forcing you to make difficult decisions between mercy and justice, or between the end and the means. But the order chose you for your ability to follow orders—even difficult ones.

Once you are found worthy of membership, the order assigns a mentor to you. This instructor teaches you all about pact magic, its history, the crimes committed by its practitioners, and the threat they pose to the doctrines of the represented faiths. Depending on who you were prior to membership, you might gain advanced training at this stage as well. Assassins and rogues develop skills with espionage and poison, while paladins learn how to marry their code to the sometimes questionable tactics employed by the order.

After your training, be prepared for a hard road ahead. Fighting binders is not easy. These insidious tricksters are willing to sell their souls and commit nearly any crime in pursuit of power. Thus, facing them exposes you to dangers far greater than you might expect. The end always justifies the means for a Seropaenean, because the end is so important. Thus, if a Seropaenean assassin murders a binder you found to be virtuous and noble, you must accept the act because ultimately, it preserves the authority of not just your own deity, but all the divine powers.

MISSIONS

As a Seropaenean, your general mission is to hunt out and destroy cells of binders wherever you find them. If you're evil, you gather information, infiltrate binder enclaves, and destroy them from within. If your personal morals incline toward good, you use the information that your evil fellows have learned to take the fight directly to the enemy. When you emerge victorious, you return the captured binders to the Tower of Woe—the heart of the order—for interrogation.

SEROPAENEAN TEAMS

When members of the Order of Seropaenes travel together, they do so in groups where each individual complements the others. Encounters with groups of Seropaeneans at various ELs are outlined below. All of the characters are human.

EL 3: A trio of watchers includes a 1st-level rogue, a 1st-level diviner, and a 1st-level ranger.

EL 5: This team of inquisitors consists of a 3rd-level cleric, two 1st-level rogues, and a 1st-level paladin.

EL 10: A strike team of Seropaeneans includes a 5th-level cleric, a 5th-level ranger, a 5th-level rogue/2nd-level assassin, and a 5th-level wizard.

EL 15: This high-powered group, known as purgers, boasts a 10th-level cleric, a 10th-level evoker, four 5th-level ranger/2nd-level witch slayers, and four 5th-level rogue/2nd-level assassins.

SEROPAENEANS IN THE WORLD

"How can they claim to fight for Heironeous when they would ally with his enemies?"

—Dekelor, Shining Blade of Heironeous

The Order of Seropaenes presents an interesting way to unite disparate religious groups under one common banner. In the same manner, the order can help to unite an unusual mix of player characters with wildly varying alignments. Alternatively, the Seropaeneans make excellent recurring villains to set against binder PCs and their companions. Because they can appear when least expected, they can help to propel the campaign forward when the action has stalled.

ORGANIZATION

The very existence of the Order defies logic. It unites adherents of many opposing religions, who agree to work together for one reason only: to oppose, contain, and destroy pact magic.

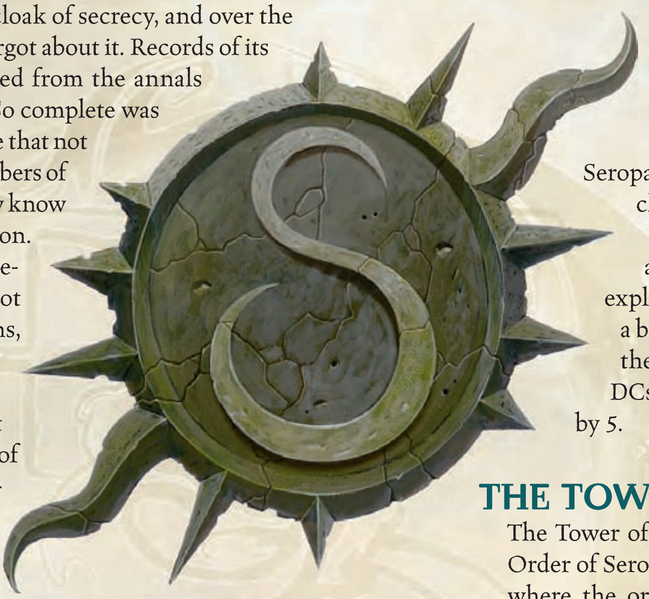
Ages ago, a scholar and archeologist named Syfal uncovered a large cache of writings. He found a treatise on the existence of a pantheon that simply could not exist, and a theory on how to bind and control the rogue spirits that were its members. The problem was not the binding, but the fact that these essences somehow existed independently of the divine order. They were beings of great power that existed somewhere between the gods and their servants, but were beholden to neither.

When Syfal began to spread the news of these vestiges, as he called them, word of his teachings eventually reached the larger churches. Knowing that the gods hold power primarily through mortal belief, the church leaders feared that Syfal's spirits would decrease the power of the deities by drawing mortals away from the established religions. Their fears were not unfounded, since the mortals who regularly contacted these vestiges gave them attention bordering on worship—in fact, many did worship the spirits. If the churches allowed the binders to persist, the vestiges might rival or even displace the gods.

While religious organizations scrambled to contain the damage, a priest of Vecna named Seropaenes called a meeting of the elders from the established churches at a remote site in the Crystalmist Mountains. Attendance was sparse, with only clergy from the churches of Heironeous, St. Cuthbert, and Wee Jas in attendance. Seropaenes began by describing the implications and dangers of pact magic to his fellow clergy. He then proposed that the churches unite under a common banner—one that would not compromise the strictures of their faiths and would guarantee the integrity of their respective dogmas. Desperate to avert the threat posed by pact magic, the high priests from each church agreed, forming the Order of Seropaenes.

At first, the order operated secretly, with members devoted to certain gods kept isolated from those devoted to opposing deities. Still, it was highly effective. Its members swept through the lands, retrieving forbidden grimoires, imprisoning binders, and crushing the heretical uprising. Word spread, and soon other members of the parent churches realized what was happening. Although they agreed that the threat presented by binders was indeed great, the alliance with agents who served the gods of their enemies caused a great upheaval. How could paladins of Heironeous band together with Vecna's necromancers? Was the threat so great that good and evil had to unite against it? Publicly, the member religions banned the Order of Seropaenes, but some secretly funded it, thus continuing the crusade.

The order veiled itself in a cloak of secrecy, and over the years, most of the churches forgot about it. Records of its existence were quietly cleansed from the annals and sacred texts of all faiths. So complete was the destruction of the evidence that not even the highest-ranking members of the Church of Heironeous now know about the order and its mission. Rumor holds that the Seropaeneans now receive funds not from their constituent religions, but from some other, larger organization. In fact, some paranoid binders believe that the Regulators (see page 244 of *Epic Level Handbook*), a mysterious and super-powerful organization that regulates power in all forms, pulls the strings of the order.



Symbol of the Order of Seropaenes

NPC REACTIONS

Members of the order enjoy whatever reputation their various religious leanings provoke. Thus, paladin members are usually viewed favorably, and good clerics and other NPCs are generally friendly if not helpful to them. Clerics or blackguards in service to Vecna receive the same unfriendly stares and comments from locals that they would if they were not members. In short, membership in a secret coalition neither aids nor hinders the Seropaeneans.

Few clerics and members of the order's constituent churches actually understand the significance of the order. Such a character must succeed on a DC 25 Knowledge (religion) check to identify a Seropaenean for what he is. NPCs who recognize a member of the order as such are nearly always unfriendly.

THE ORDER OF SEROPAENES LORE

Characters with ranks in Knowledge (religion) can research the Order of Seropaenes to learn more about it. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: In the past, opposing religions have occasionally overlooked their differences and united to end an even greater threat.

DC 15: The Order of Seropaenes was founded to destroy practitioners of a rare form of magic.

DC 20: Anyone, anywhere can be a Seropaenean. Good or evil, commoner or paladin—they exist at every level of society.

DC 25: The founder of the Seropaeneans was a powerful and charismatic cleric of Vecna.

Many of the more scholarly bards also know the early exploits of the Seropaeneans. Thus, a bardic knowledge check reveals the same information, and the DCs given above are each reduced by 5.

THE TOWER OF WOE

The Tower of Woe, the nerve center of the Order of Seropaenes, stands on the very site where the original church representatives met and founded the organization. Tall, impressive carvings and bas-reliefs depicting the holy symbols and religious icons of Heironeous, Wee Jas, St. Cuthbert, and Vecna decorate the exterior of the structure. The tower has no visible entrances except for a narrow band of open space near the top.

As its first act, the fledgling order constructed this tower to serve as a neutral ground where the servants of the various gods could meet to pursue their joint mission in peace and unity. The tower functioned as a jail for heretics and a holding area for their tools. In addition, it served as a home for the leaders of the order, who discovered that they could guide the operations of the organization and monitor the flow of information more efficiently in person.

Although it has stood for many years, the Tower of Woe remains unchanged from its earliest days. Today, however, the lower frequency of visitors makes the place seem abandoned. A sinister air hangs about it, suggesting blind commitment to a cause that is flawed and perhaps even evil, despite protests to the contrary from its adherents.

Illus. by W. England

SEROPAENEANS IN THE GAME

Members of the Order of Seropaenes conceal their actions. For the most part, they bide their time, watching for binder activity. As a secret society operating on the fringes of civilization, the order might have existed all along in a given campaign world without ever coming to the attention of the PCs.

Membership in the order provides players with a chance to develop their purposes and roles within the campaign world. The order is a perfect venue for those who enjoy moral ambiguity, shady plotlines, and intrigues.

When designing a campaign featuring the Seropaeneans, make sure you present binders as a major and ongoing nemesis, so that PC members have a good reason to remain affiliated with the organization. Tailor your adventures to highlight the PC's strengths, focusing on research and investigation. Missions for the order could easily take characters all over the world to peruse ancient volumes that describe the nature of pact magic. With each discovery, characters should feel the temptation to try pact magic themselves—a desire that might put them at odds with their benefactors.

ADAPTATION

The Order of Seropaenes opposes pact magic and the threat it represents to organized faiths. You can, however, pit this organization against other spellcasters instead, such as psions, wilders, necromancers, shadowcasters, or even truenamers. In fact, you can easily broaden the focus of the organization to encompass anyone who does not practice divine magic, thus creating an interesting tension between arcane and divine spellcasters.

SAMPLE ENCOUNTERS

Any PC binder should encounter the Seropaeneans at some point. Even just brushing against them should create tension within an adventuring party, since the binder's allies must come to terms with opposing agents of good and noble gods such as Heironeous and even St. Cuthbert.

The leaders of the Order of Seropaenes understand the ethical tensions among the various members, so they organize their soldiers by religion. Regardless of their individual outlooks, all Seropaeneans remain committed to purging pact magic from the world.

EL 16: Leaving his career as a mercenary witch slayer, Michael Ambrose joined the Seropaeneans as their garrison commander at the Tower of Woe. He embodies the principles espoused by the order and truly believes that the heretical practices of pact magic present a real risk to the world and to divine authority.

Sir Michael Ambrose CR 16

Male human fallen paladin 6/rogue 1/blackguard 4/witch slayer 5
LE Medium humanoid
Init +3; **Senses** Listen +1, Spot +1
Aura despair (10 ft., –2 on saves)
Languages Common

AC 28, touch 11, flat-footed 28
hp 113 (16 HD)
Resist mettle
Fort +19, **Ref** +9, **Will** +12; slippery mind (second Will save against enchantments)

Speed 20 ft. (4 squares)
Melee *+3 longsword* +24/+19/+16 (1d8+8/19–20)
Ranged *+1 flaming composite longbow* +15/+10/+5 (1d8+4/×3 plus 1d6 fire)
Base Atk +15; **Grp** +20
Atk Options smite good 3/day (+4 attack, +10 damage), smite spirit sharer 1/day (+4 attack, +5 damage), sneak attack +3d6
Special Actions command undead 6/day (+3, 2d6+5, 2nd), lay on hands 48 points/day, momentary disjunction once/5 rounds (Will DC 24 negates)

Blackguard Spells Prepared (CL 4th):
2nd—*cure moderate wounds*
1st—*cause fear* (DC 12), *cure light wounds*
Spell-Like Abilities (CL 4th):
At will—*detect good*

Abilities Str 20, Dex 8, Con 14, Int 10, Wis 12, Cha 18
SQ locate possession, overwhelming aura of evil, poison use, trapfinding
Feats Cleave, Great Cleave, Improved Initiative, Improved Sunder, Power Attack, Track, Weapon Focus (longsword)
Skills Concentration +6, Diplomacy +8, Gather Information +14, Handle Animal +9, Heal +3, Hide –2, Intimidate +13, Knowledge (history) +4, Knowledge (local) +7, Knowledge (nobility and royalty) +4, Knowledge (religion) +2, Ride +1, Sense Motive +10
Possessions combat gear plus *+3 full plate armor, +3 heavy steel shield, +3 longsword, +1 flaming composite longbow* (+3 Str bonus) with 20 cold iron arrows, *ring of protection +2, amulet of natural armor +1, belt of giant strength +4, cloak of Charisma +2*

THEURGIAN SOCIETY

". . . and one day, I found the Truth."
—Tamsin Cutterbuck, gnome binder

Formerly scholars and philosophers, the Theurgians are binders who contact vestiges to attain a deeper understanding of reality. According to their detractors, such information is not meant to be known, so the Theurgians are considered the most heretical binder group of all.

JOINING THE THEURGIANS

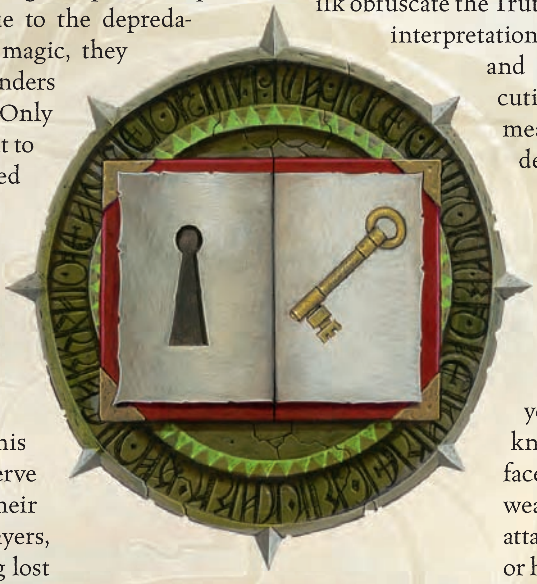
Theurgians are binders, but many had careers as clerics, bards, or wizards before discovering the power of pact magic. Faced with extinction due to the depredations of those who oppose pact magic, they have begun to accept some nonbinders into their ranks for protection. Only those who share their commitment to knowledge, however, are considered for membership.

Entry Requirements

Skills: Knowledge (arcana) 6 ranks, Knowledge (history) 3 ranks, Knowledge (religion) 6 ranks

Binders form the inner circle of this organization. Rogues and bards serve as its eyes and ears, helping their compatriots escape from witch slayers, scouting old ruins, and recovering lost knowledge. Fighters and knights of the sacred seal act as guards and bodyguards for their fellows.

Theurgians undergo an intense period of study to learn the lore of pact magic. Since few ancient tomes were written in languages that are still in use, many Theurgians purchase ranks in Decipher Script or learn dead languages to better understand the central tenets of pact magic.



Symbol of the Theurgian Society

THEURGIAN BENEFITS

The Theurgian Society offers its members access to its library of information and shelters them from enemies. In addition, the Theurgians have built a large network of sympathizers. Thus, membership provides connections to hirelings the world over and enables you to procure hireling services at half the normal price (see Hirelings on page 105 of the *Dungeon Master's Guide* for details).

In addition, the Theurgians know forbidden information of all kinds. As a member of the society, you gain access to esoteric bits of information, language translation services, rare manuscripts, and pertinent information about all the vestiges. Thus, if you use Theurgian facilities in your research, you gain a +2 circumstance bonus on Gather Information, Knowledge (arcana), Knowledge (religion), and Knowledge (the planes) checks.

PLAYING A THEURGIAN

You've been branded a heretic, a heathen, and a disrupter of the balance, but those labels were applied by the ignorant. Your enemies fear what they cannot understand and destroy that which you pursue to preserve their close-minded ways.

It's not that you don't believe in the gods; you simply don't believe in their servants. Clerics, paladins, and their ilk obfuscate the Truth and hide behind their own narrow interpretations of the relationship between mortal and immortal. Through callous persecution, they force you to take drastic measures to protect yourself and those dear to you.

COMBAT

Your knowledge of your foes determines your tactics in battle. You have access to all the resources you need to research your enemies and gather information about them, so you should never go into battle without knowing what kind of opposition you face. Use your knowledge of your foes' weaknesses to best effect by employing attacks that might be especially damaging or hindering, and trick them by presenting false opportunities that use up their most valuable resources.

ADVANCEMENT

Information on pact magic is forbidden in most lands because it presents too great a threat to the doctrines of the various churches. Perhaps you stumbled onto a forbidden manuscript during an adventure and uncovered the essential nature of pact magic, then discovered that practitioners of pact magic have many enemies. Witch slayers converged on you, tracking you down wherever you went until it seemed that all hope was lost. Then the Theurgians plucked you up and brought you into their fold.

Once you became involved with the Theurgians, you could not return to normal life. You soon realized that you would always be on the outside because the world stands against you and all you work for. So you study under the masters of the craft, poring over the ancient tomes and manuscripts of other heretics who have since been condemned to spend their last days languishing in the Tower of Woe. But although some would curse the insatiable curiosity that brought them to this lifestyle, you embrace it, ravenously consuming the writings presented by your mentor.

Illus. by W. England

MISSIONS

As a Theurgian, you are sworn to protect the books you and your fellows have collected through the generations, to defend apprentices, to rescue fellow members pursued by witch slayers, and to hide binders from the Seropaeneans. The leaders of the organization might send you to infiltrate the Tower of Woe and rescue a powerful binder, or ask you to stay behind and stall the enemy long enough for the rest of the enclave to escape.

THEURGIANS IN THE WORLD

"Heretical fools! For all their vaunted knowledge, they know not what they do! Their reckless explorations force us to expunge their taint."

—Sir Michael Ambrose, Seropaenean Inquisitor

The dedicated intellectuals who belong to the Theurgian Society favor sacrificing all else to the pursuit of Truth. In your campaign, the Theurgians might be social elites who gather in secret to explore the possibilities offered by pact magic, or they might be members of a group on the run, constantly moving from place to place and communicating by means of secret runes and other symbols left inconspicuously for those who follow.

ORGANIZATION

The Theurgian Society lacks the rigid structure of other organizations. A strong commitment to pact magic and a fear of persecution are the only factors that unite its members as a body. In fact, the Theurgians' loose assembly and lack of structure is perhaps what allows them to continue in the face of their opposition.

The Theurgian Society developed out of the teachings of Syfal, an enigmatic mystic and scholar. Sometime in the mists of antiquity, Syfal uncovered the location of a mysterious sanctuary occupied by a fringe group of theologians. The frescos and murals he found there depicted an unusual ceremony involving symbols and invocations. His explorations culminated in a singularly important event: He uncovered a hidden vault containing hundreds upon hundreds of manuscripts—a treasure trove of ancient lore.

In subsequent years, Syfal spread the word about the new kind of spirit he had discovered. In the process, he realized that many other scholars had hypothesized the existence of lost spirits, and some had even gone so far as to name them. Until Syfal's discovery, however, no one knew how to contact them.

Syfal's teachings rippled through the world, creating excitement in scholarly communities everywhere. In response, several influential churches banded together to scour Syfal and his followers from the land. These early movements were a dark period in the history of Heironeous and St. Cuthbert, but the followers of those gods managed to purge Syfal and the art of pact magic from the world—at least for a time.

NPC REACTIONS

Like nonaffiliated binders, Theurgians are not widely known. The attitude of any NPC who learns what Theurgians do immediately shifts to unfriendly or worse. The Order of Seropaenes has agents everywhere—primarily common and unassuming folk whose sole duty is to watch for suspicious types bearing the equipment used by binders and showing the odd physical signs of a vestige's presence. These spies not only report to their contacts but also spread rumors that turn the locals against binders.

THEURGIAN SOCIETY LORE

Characters with ranks in Knowledge (religion) can research the Theurgian Society to learn more about it. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: A certain group of scholars attains knowledge by binding spirits.

DC 15: The Theurgians, if they still exist, are almost exclusively binders who follow the teachings of an ancient sage named Syfal.

DC 20: The Theurgians are concerned with knowledge, not power. Their persecution is unjust.

DC 30: Characters who achieve this level of success can learn important details about the specific Theurgians in your campaign, including notable members, the areas where they operate, and the kinds of activities they undertake.

A PC who wishes to contact the Theurgians should make a DC 20 Gather Information check to find local sympathizers and allies. If the contact is an assassin, blackguard, cleric, or paladin, the DC increases to 30.

THE HIDDEN LIBRARY

For generations, archeologists and explorers alike overlooked this ruin. Exploration of it uncovered little of interest, thanks to the wisdom of Syfal, founder of the Theurgian Society, and the skill of his supporters.

When the scholar first discovered the library, he realized the risk he would face if he ever exposed it to the world. While pressure from the Seropaeneans mounted, Syfal moved hundreds of texts to this site, while his supporters hastily constructed a vault to hold them. Although a cleric of Vecna murdered Syfal before the library was completed, his allies managed to finish the project without his guidance, creating a labyrinth of corridors and passages designed to confuse and confound intruders.

In time, Syfal's followers died out, taking the secrets of this place to their graves. Eventually, however, another group of scholars and archeologists came across the ruin. Intrigued by its unusual mosaics and frescoes, they stayed for months, carefully searching for clues. Finally their persistence paid off, and they located the hidden entrance to the library. Thus was the Theurgian movement resurrected.

Tamsin Cutterbuck, the expedition's leader (see Encounters, below), now oversees the site and its continued excavation. She has made incredible progress in learning the essential symbols of the spirits and has bound several of them so far. The Order of Seropaenes has not yet uncovered this site, or even noted the sudden resurgence of interest in pact magic, but it is only a matter of time until it does.

THEURGIANS IN THE GAME

The Theurgians might already exist in your campaign, whether you use the Seropaeneans or not. If your characters are searching for a bit of lost lore, a loremaster might refer them to local Theurgian. This method of introduction is especially useful at low levels, before the PCs have access to spells such as *contact other plane* and *divination*.

Characters using pact magic might also encounter the Theurgian Society. Those pursuing knowledge of vestiges might stumble across the group at some point in their careers, making the Theurgians a useful vehicle for propelling the campaign forward—especially when the Seropaeneans close in.

ADAPTATION

The Theurgians' lack of a rigid hierarchy combined with the fact that the Seropaeneans destroyed much of their history makes adaptation relatively easy. The biggest difficulty is setting up their opponents. In the Forgotten Realms *Campaign Setting*, for example, you could pit the Theurgians against the Harpers, or maybe even against the clerics of Azuth, Mystra, and Shar. In the Eberron *Campaign Setting*, the Theurgians might have uncovered a cache of ancient pact magic tomes in Xen'drik, causing wizards to hunt them across Khorvaire.

SAMPLE ENCOUNTER

The best encounters with Theurgians involve a great deal of mystery. The PCs might never directly encounter the group, but intermediaries loyal to the organization might protect them from those who would do them harm. Ultimately, involvement with the Theurgians is sure to make the characters' lives more exciting. As word spreads about their connections to this group, the characters might have to explain themselves to witch slayers, Seropaeneans, and religious authorities.

EL 10: Though Tamsin is committed to the expansion of pact magic, she fears the Seropaeneans, who killed her lover to get to her. After finding the site, she sent the other binders away while she remained behind to study the lore inside.

Tamsin Cutterbuck CR 10

Female gnome binder 10
LN Small humanoid
Init +4; **Senses** low-light vision; Listen +3, Spot +1
Aura sadness (adjacent creatures other than Tamsin have −2 on attacks, saves, skill checks)
Languages Common, Elven, Gnome

AC 21, touch 15, flat-footed 19; +4 AC against giants
hp 98 (10 HD); **DR** 3/—
Immune fear
Fort +12, **Ref** +9, **Will** +10; +2 on saves against illusions; slippery mind (second Will save against enchantments)

Speed 20 ft. (4 squares)
Melee mwk light mace +11/+6 (1d4-1)
Ranged mwk light crossbow +11 (1d6/19–20)
Base Atk +7; **Grp** +2
Atk Options +1 on attacks against kobolds and goblinoids
Special Actions Focalor's breath (blindness 1 round; Fort 22 negates), icy glare (gaze attack deals 2d6 cold damage; Will negates), lightning strike (5d6 electricity damage; Ref DC 20 half), rebuke undead 8/day (+7, 2d6+15, 10th)
Spell-Like Abilities (CL 1st):
1/day—*dancing lights, ghost sound, prestidigitation* (Will DC 15), *speak with animals* (burrowing mammals only)
Combat Gear *elemental gem (earth), potion of barkskin* +2, 2 *potions of cure light wounds*

Vestiges Typically Bound (EBL 10th, binding check 1d20+15): Balam, Focalor

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Abilities Str 8, Dex 14, Con 20, Int 16, Wis 13, Cha 20
SQ Balam's cunning, pact augmentation (DR 3/—), prescience, soul guardian, soul binding (2 vestiges, 5th level), suppress sign, water breathing
Feats Ability Focus (Focalor's breath)^{B}, Empower Supernatural Ability (Focalor's breath), Favored Vestige (Focalor), Iron Will, Lightning Reflexes, Weapon Finesse^{B}
Skills Concentration +10, Craft (alchemy) +5, Decipher Script +16, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (religion) +8, Knowledge (the planes) +8, Listen +3, Survival +1 (+3 on other planes)
Possessions combat gear plus *+2 mithral chain shirt,* masterwork light crossbow with 20 bolts, masterwork light mace, dagger, *amulet of health +2, cloak of Charisma +2*

PACT MAGIC ADVENTURE SITES

The following adventure sites focus on pact magic. Each location is fully detailed, but no specific adventure hooks or plots are included. Thus, you can adapt them to use as you see fit.

THE HIDDEN LIBRARY

On a peak in a great mountain chain stands an old ruin. Although archeologists and explorers have combed the site many times for clues to its purpose (or out of simple greed), few realized that the temple was only a diversion built to conceal what lay beyond. With each failed expedition, word spread that the place was only an empty ruin, discouraging others from exploring it. But some know better. The binders built this place, and to them, it is sacred.

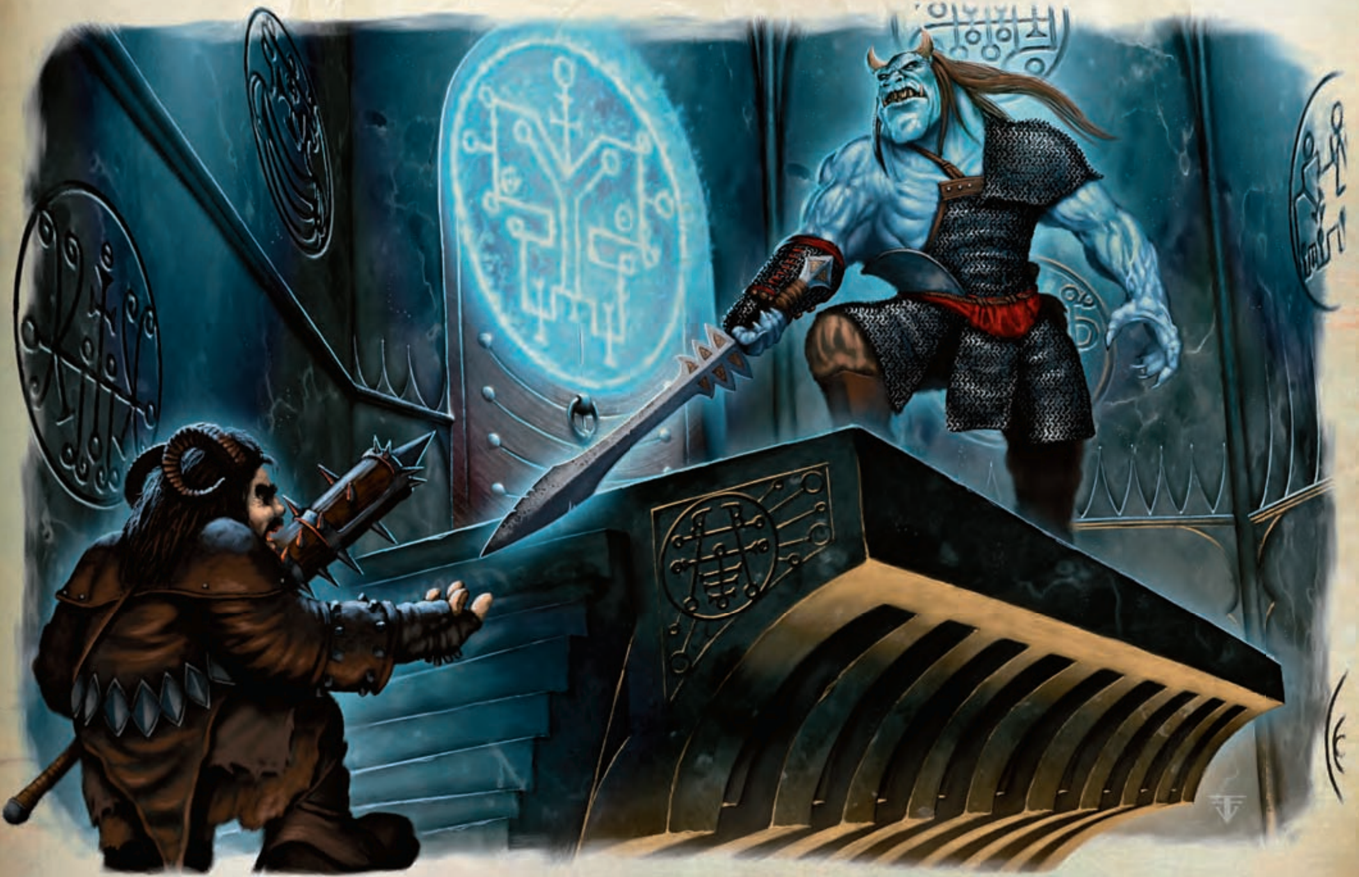
Behind the ruin is a narrow tunnel that extends about 1 mile into the mountain, ending at an octagonal vertical shaft housing a set of stairs that ascend nearly 500 feet. On the walls of the shaft are strange glyphs, seals, and other sigils dedicating the place to the vestiges. The stairs end at a great adamantine door fitted with a massive seal. Beyond it lies the Hidden Library.

The library is a strange place. It consists of more than fifty rooms, each of which is filled with racks holding scrolls, piles of dusty books, grimoires, and more. Since each room has only one entrance and one exit, navigating the library should be simple. However, the Theurgians went to great lengths to protect this site, placing crypt things here and there to scatter intruders in an effort to frustrate their enemies and deter exploration.

Although the crypt things remain firmly under the control of the Theurgians, few binders remain here, since the library lacks the amenities for an extended stay. Furthermore, most binders avoid the Hidden Library in an effort to prevent witch slayers or Seropaeneans from uncovering and destroying the place. Defended by its caretaker and a few guardians, this place holds many secrets for those willing to brave the dangers.

1. THE STAIR (EL 8)

This huge spiral staircase leads up the shaft through the mountainside. The stairs hug the walls of the shaft, leaving an open space in the center. Thus, a single misstep could send an intruder falling to an abrupt death far below. The stair treads are 10 feet wide, but each is set at a different height from the last, so concentration and care is required to



Thurgesh the ogre mage protects the Hidden Library from intruders

Illus. by F. Vohwinkel

climb them. Murals and symbols keyed to different vestiges decorate the dark stone of the walls. Occasionally, veins of silver, mithral, and other metals cross through these sigils. At the top of the stairs is a great adamantine door bearing the seal of Otiax scribed in the blue-white fire of *continual flame* spells. The door is not locked.

Creature: Tamsin Cutterbuck (see Sample Encounter, page 96), the current leader of the Theurgians, befriended an ogre mage named Thurgesh in her planar travels. After she saved the ogre mage's life from a group of eladrins in Sigil, the City of Doors (see page 141 of *Planar Handbook*), he vowed to serve her for ten years. During his service, Thurgesh grew interested in the library's secrets and the practice of pact magic. Although his service to Tamsin ended years ago, he remains with her still, guarding the sacred Hidden Library and his friend's life.

Thurgesh, Ogre Mage: hp 37; *MM* 200.

Tactics: Thurgesh patrols the entryway by flying along the staircase invisibly. If a group of nonbinders begins to ascend, he urges them to turn back and forget the place, warning that no good can come from exploring it. If they persist, he attacks. Any binder who is with the group can convince Thurgesh to let the PCs pass by improving his indifferent attitude to friendly.

Development: If the PCs do not kill Thurgesh, he lingers invisibly near the top of the stair, listening for any sounds of combat that might indicate that Tamsin is in trouble.

2. GUARDPOST (EL 5)

This chamber is empty except for its guardian.

Creature: An advanced crypt thing lurks in this room. For more information on crypt things, see page 36 of *Fiend Folio.*

ADVANCED CRYPT THING CR 5

N Medium undead
Init +7; **Senses** Listen +7, Spot +8
Languages Common

AC 17, touch 13, flat-footed 14
hp 78 (12 HD)
Resist turn resistance +4
Fort +4, **Ref** +9, **Will** +10

Speed 30 ft. (6 squares)
Melee claw +10 (1d6)
Base Atk +6; **Grp** +6
Special Actions scatter defilers (DC 20)

Abilities Str 10, Dex 16, Con —, Int 11, Wis 15, Cha 13
SQ undead traits
Feats Ability Focus (scatter defilers), Deflect Arrows^{B}, Improved Initiative, Lightning Reflexes, Weapon Finesse, Weapon Focus (claw)
Skills Bluff +12, Diplomacy +16, Disguise +1 (+3 acting in character), Escape Artist +8, Intimidate +8, Listen +7, Sense Motive +7, Spot +8, Use Rope +3 (+5 bindings)
Possessions none

Scatter Defilers (Su) Once per day, an advanced crypt thing can target its enemies with a teleportation effect, causing each to be transported 10d10×10 feet in a random direction. Targets that fail their saves arrive safely in the closest open space to the destination (including shifting up or down if necessary) if a solid body occupies that location. This ability affects twelve enemies, and all targets must be within a 30-foot burst centered on the crypt thing. The transported targets cannot take any actions until their next turn. The save DC is Wisdom-based and includes the +2 bonus from Ability Focus.

Tactics: Charged with preventing intruders from entering the library, the advanced crypt thing urges visitors to turn back whence they came. If a binder successfully improves the crypt thing's attitude from unfriendly to friendly, the creature allows them to pass. Otherwise it uses its scatter defilers ability against the intruders.

3. VAULTS

Each of these locations is the same except for minor variations on the shapes and sizes of the rooms. Scrolls, books, grimoires, manuscripts, and more are piled on racks, shelves, and tables. A thick layer of dust covers all.

Treasure: Each room contains 4d% scrolls and 2d% books. None of these texts are magical. They cover a range of topics ranging from gardening to planar theory. The scrolls are worth 1d10 gp each and the books 1d4+1×10 gp each, but these works are merely decoys for the real treasure in area 6. Characters might be tempted to cart off the books and scrolls, but doing so requires a great deal of effort and probably several trips. Such a prolonged expedition would surely garner the attention of a local band of witch slayers.

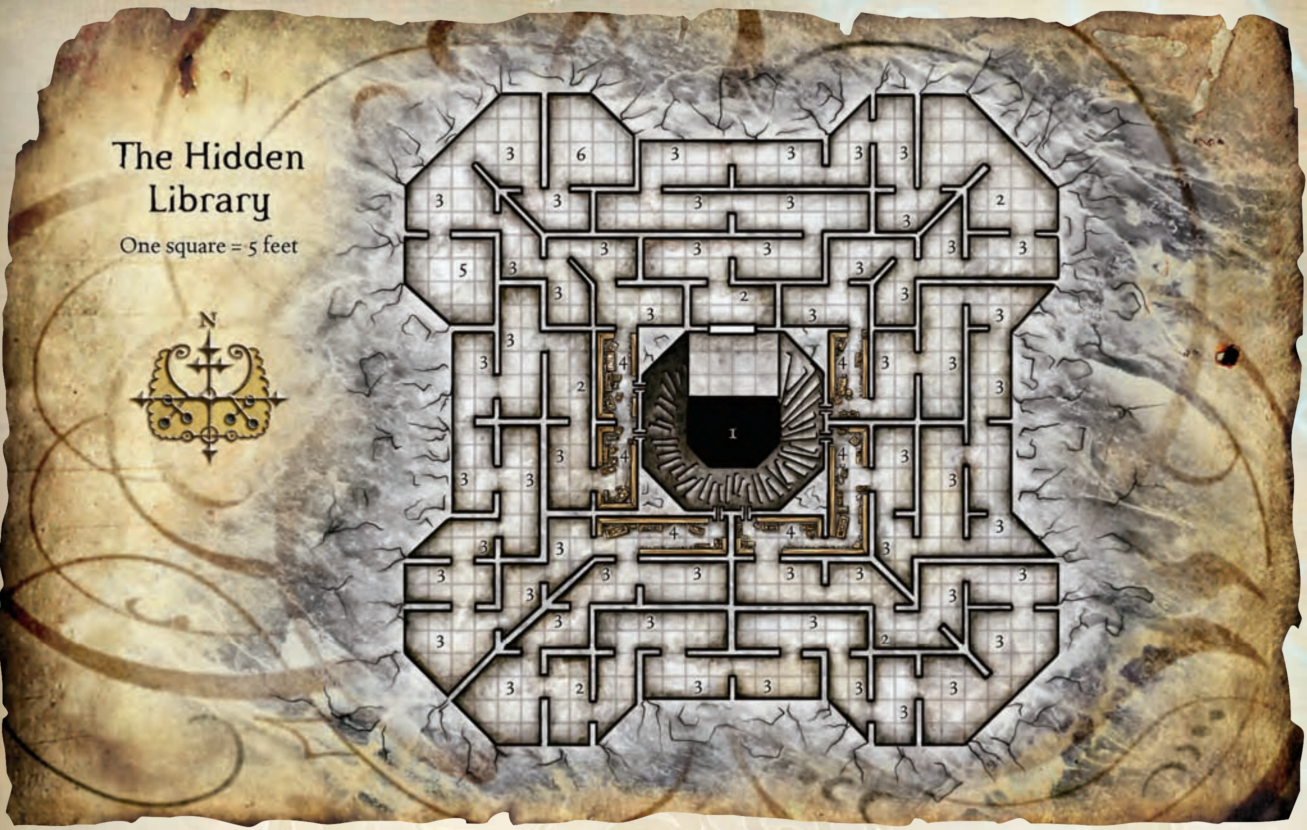
4. WINDOWED ROOM

Unlike any other location in the hidden library, this room contains two small windows overlooking the octagonal shaft. The books and scrolls in here are scattered. This chamber serves to help orient lost explorers.

5. GUARDIAN (EL 10)

Years ago, Tamsin's lover, a powerful wizard named Saul, created a special servant for her. He invested years in its construction, carefully inscribing the necessary spells to keep his beloved safe. Saul stayed with Tamsin for many years, but when a coterie of witch slayers caught up with the pair, he sacrificed himself so that Tamsin could escape. Now she cannot bear to look at the gift he made for her, so she keeps it in another room.

Creature: This chamber is home to Tamsin's runic guardian, a massive human-shaped figure crafted from stone, steel, and lead. When the PCs enter, it watches them closely but takes no action against them unless first attacked. For more



information on runic guardians, see page 182 of *Monster Manual II*.

RUNIC GUARDIAN **CR 10**
N Large construct
Init +1; **Senses** Listen +0, Spot +0

AC 28, touch 10, flat-footed 27
hp 93 (17 HD); fast healing 10; DR 10/adamantine
Fort +5, **Ref** +6, **Will** +5

Speed 30 ft. (6 squares)
Melee 2 slams +18 (2d8+7 plus stunning strike)
Space 10 ft.; **Reach** 10 ft.
Base Atk +12; **Grp** +23
Spell-Like Abilities (CL 17th):
2/day—*dispel magic*
1/day—*cat's grace, cloudkill* (DC 15), *expeditious retreat, greater teleport* (self only), *touch of idiocy*

Abilities Str 24, Dex 13, Con —, Int —, Wis 11, Cha 1
SQ construct traits, find master (Tamsin), guard (Tamsin), *shield master* (Tamsin)

Stunning Strike (Ex) A creature struck by a runic guardian's slam attack must succeed on a DC 25 Fortitude save or be stunned for 1 round.

Find Master (Su) The runic guardian can always find the piece of jewelry connecting it to Tamsin.

Guard (Ex) When the runic guardian is within 5 feet of Tamsin, she gains a +4 deflection bonus to her AC.

Shield Master (Sp) Tamsin can activate this ability as a standard action so long as she is within 150 feet of the runic guardian. Once activated, the guardian takes three-fourths of the damage that would otherwise be dealt to Tamsin. This ability otherwise functions like the *shield other* spell, except that it provides no AC or saving throw bonuses.

This room contains the same assortment of texts as most of the other chambers in the tower.

Development: Any sounds of combat here bring Tamsin from area 6.

6. END OF LINE (EL 10)

Tamsin keeps the collected lore about pact magic at the end of the maze of chambers. Read or paraphrase the following when the PCs arrive.

Relics, paintings, maps, seals, and notes fill the shelves in this room. On a large desk is a pile of papers, an inkwell, several quills, and a fat, lighted candle.

This area is the innermost sanctum of the Hidden Library. The candle is an everburning variety.

Creature: Tamsin normally sits at the desk poring over one of the hundreds of volumes that chronicles the history of pact magic, famous binders, and legends about the vestiges.

She has made poor pacts with both Balam and Focalor before the PCs arrive, so her eyes cry constantly and her voice has an unnaturally hollow, growling timbre.

Tamsin Cutterbuck: hp 98; see page 96.

Tactics: If any sounds of combat emanate from area 5, Tamsin rushes to her guardian's aid. Likewise, if she is attacked here, the runic guardian in area 5 uses *greater teleport* to reach her side. If she subsequently dies, the construct goes on a rampage, attacking everyone and everything it can reach.

Treasure: This chamber contains 2d% books and 4d% scrolls. Any character who spends a year reading through them gains a permanent +4 bonus on the Knowledge check of her choice from the following list: Knowledge (arcana), Knowledge (religion), or Knowledge (the planes). Transporting these valuable tomes is difficult because of their age.

The right buyer (either a Seropaenean or a binder) will pay 1d10×10 gp for each book and 1d6×10 gp for each scroll. However, locating an interested buyer is difficult and dangerous, since every scrap of paper in this library is heretical in the eyes of most churches. Anyone found with such a text in his possession is asking for a stay in the Tower of Woe (see the next section).

TOWER OF WOE

The heart of the Seropaenean Order is the Tower of Woe, a massive square spire situated high in the mountains that provides an impressive view of the land all around. Each side of the tower's exterior is intricately carved with religious scenes. Anyone who has even a passing acquaintance with theology (5 or more ranks in Knowledge [religion]) can readily identify these works as representations of St. Cuthbert, Heironeous, Wee Jas, and Vecna.

The locals have their own theories about this paradoxical place. Some suggest that it was once the stronghold of an ancient sect of universalists whose members banded together to oppose some terrible threat to the world. Few believe, however, that anyone actually still lives here.

This theory is both right and wrong. The tower was built by the Order of Seropaenes, an alliance of the four powerful churches depicted on its walls, as a beacon in their war against binders. The order has maintained the tower ever since, even though the members' various faiths long ago ordered them to disband the group. To this day, the Tower of Woe still serves as the center of the Seropaenean movement. The leaders use it to house, interrogate, and sometimes torture captured heretics for the purpose of unearthing the secrets of pact magic.

Even the Seropaeneans do not realize that on the Plane of Shadow, the Black Spire (see page 185) stands as a twisted reflection of this tower, revealing the evil within it. Kalan, the Stealth of a coterie of witch slayers, secretly works at the Tower of Woe to bring the entire order under the control of the Votaries of Vecna.

From the ground, the tower has no visible entrances, although exposed staircases are visible near the top of the spire from the correct perspective. A few hidden guards watch from the upper stories for intruders and curious wanderers. A visitor can gain entry through these landings or through a pair of locked secret doors (Open Lock DC 30, Search DC 35) near the structure's base (see area 1).

1. ENTRANCE (EL 12+)

The secret doors open onto a large hall. Read or paraphrase the following when the PCs enter.

Two rows of columns, each carved to depict a stern warrior dressed in full plate armor and wielding a greatsword, run the length of the room. At the far side are several doors—some are ornate and made of gold, while others are simpler and made of wood. The ceiling rises some thirty feet overhead, giving the chamber a palpable sense of majesty. Glowing globes apparently filled with fire hang from the ceiling.

The golden doors lead into the tower proper, and the wooden doors lead to adjoining rooms. The hanging globes contain *continual flame* effects.

Creatures: Four disciplined and loyal Seropaenean guards encased in gleaming white full plate armor are always on duty here.

SEROPAENEAN GUARDS (4) CR 8
Male and female aasimar fighter 4/paladin 4
LG Medium outsider (native)
Init +4; **Senses** darkvision 60 ft.; Listen +4, Spot +5
Aura courage (10 ft., allies +4 against fear)
Languages Common, Celestial

AC 23, touch 10, flat-footed 23
hp 60 (8 HD)
Immune disease, fear
Resist acid 5, cold 5, electricity 5
Fort +14, **Ref** +8, **Will** +8

Speed 20 ft. (4 squares)
Melee *+1 longsword* +12/+7 (1d8+5/19–20)
Ranged mwk composite longbow +9/+4 (1d8+2/×3)
Base Atk +8; **Grp** +10
Atk Options smite evil 1/day (+4 attack, +4 damage)
Special Actions lay on hands 16 points/day, turn undead 7/day (+4, 2d6+1, 1st)
Combat Gear 2 *potions of cure serious wounds, potion of bull's strength, potion of bear's endurance*

Paladin Spell Prepared (CL 4th):
1st—*bless weapon*
Spell-Like Abilities (CL 9th):
At will—*detect evil*
1/day—*daylight*

Abilities Str 14, Dex 10, Con 14, Int 8, Wis 14, Cha 18
SQ moderate aura of good
Feats Improved Initiative, Improved Smiting*, Lightning Reflexes, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword)
*See *Complete Divine*, page 82 for details

Skills Climb –2, Diplomacy +5, Heal +3, Intimidate +5, Jump –2, Knowledge (religion) +0, Listen +4, Sense Motive +3, Spot +5

Possessions combat gear plus *+1 full plate armor, +1 heavy steel shield, +1 longsword,* masterwork composite longbow (+2 Str bonus) with 20 alchemically silvered arrows, *cloak of resistance +1, ring of protection +1*

Tactics: Two guards quickly converge on intruders and question them about their business, while the other two move to protect the double doors at the end of the hall. The guards attack anyone not authorized to enter the tower, regardless of alignment and intent, because the tower and its purpose must be kept secret. The guards use nonlethal means unless they detect evil among the PCs or one of their number dies in battle. Loud noises, such as combat, spellcasting, or shouting draw more guards from the barracks (area 2) and the mess hall (area 4). Guards coming from the mess arrive in 4 rounds, but those from the barracks take only 1 round.

2. BARRACKS (EL 10)

These rooms are barracks for the guards. Read or paraphrase the following when the PCs enter any one.

This spartan chamber contains three bunk beds and six footlockers. The room is uninteresting and somber.

The trunks are unlocked and contain personal effects for the guards, including a few changes of clothes.

Creatures: At any given time, two Seropaenean guards are relaxing or praying here.

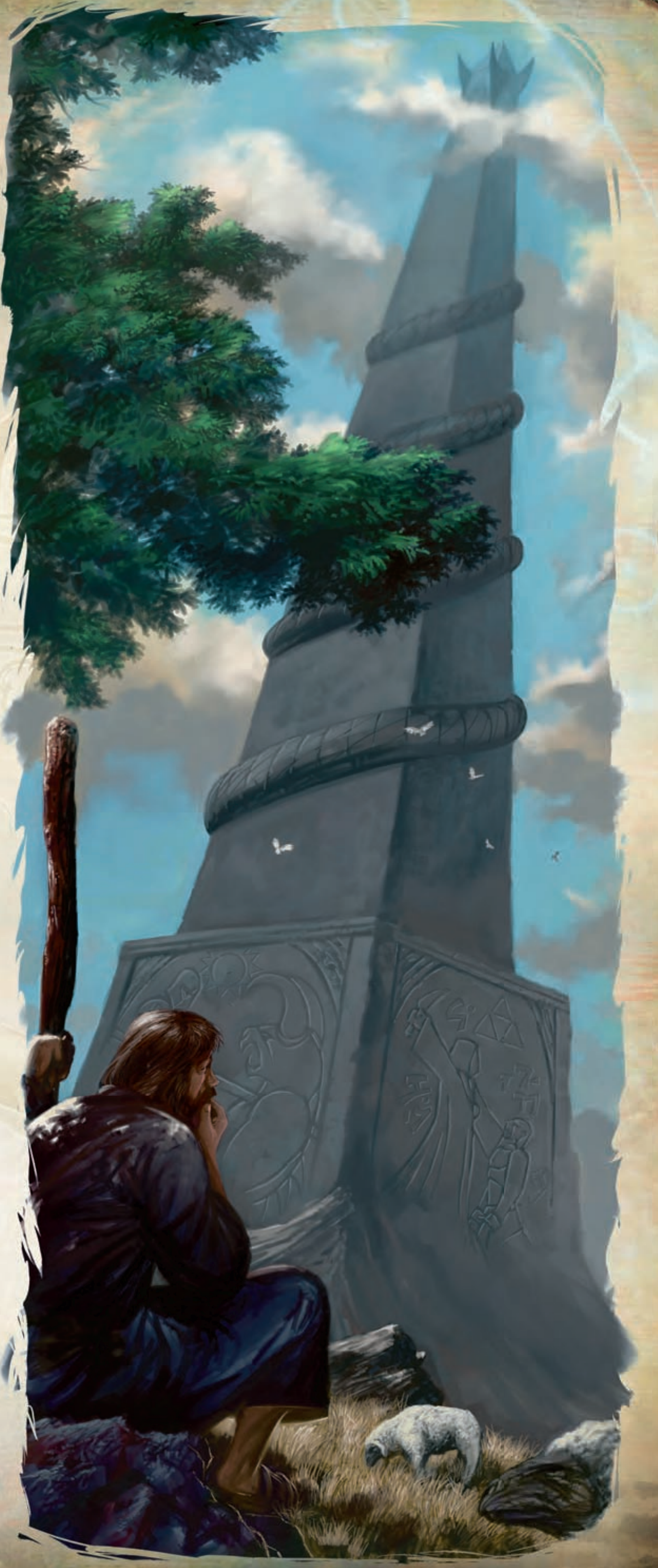
Seropaenean Guards (2): hp 60 each; see area 1 for statistics.

3. HALL OF CONTEMPLATION

A chapel of sorts, the Hall of Contemplation serves as a place for the guards to worship, meditate, and confess.

An altar stands at the far end of this room. Inscribed on a banner hanging behind it is a strange symbol. On either side of the altar stand iron braziers filled with sweet-smelling incense. Near the door is a bundle of rolled prayer rugs.

The symbol is that of the Order of Seropaenes.



Illus. by B. Hagan

Contemplating the Tower of Woe

4. MESS HALL (EL 10–13)

Here the guards can relax, unwind, play cards, and take their meals, which are typically provided by the officers through liberal uses of *create food and water* spells. The chamber is furnished with many tables and benches.

Creatures: At any given time, two to five Seropaenean guards might be lounging here. An officer might (25% chance) be here as well.

Seropaenean Guards (2–5): hp 60 each; see area 1 for statistics.

Seropaenean Officer (1): hp 69; see area 12 for statistics.

5. THE WALK OF THE DOOMED (EL 13)

This room lies just beyond the golden doors. Read or paraphrase the following when the PCs enter.

This great chamber is dominated by a sweeping staircase that leads to a landing, then branches into two more stairways giving access to the level above. Steel-gray tiles cover the floor and walls, and flaming globes hang from the ceiling at intervals to provide light. An impossibly tall armored figure stands at attention in the middle of the room.

The tiles are made of cold iron.

Creature: The armored figure is an iron golem.

Iron Golem: hp 128; *MM* 136.

Tactics: The golem attacks anyone who is neither wearing the livery of the Order of Seropaenes nor accompanied by someone who is. Anyone wearing the livery of the order can command the iron golem to attack someone not wearing it.

6. AUDIENCE HALL (EL 13)

Both sets of stairs from area 5 end at a landing before continuing upward. These landings overlook a square auditorium. Read or paraphrase the following when the characters first view the audience hall.

The seating in the chamber below is arranged on different tiers, each row lower than the last. In a small clear space at the bottom stands a podium. The walls depict various symbols similar to those outside the tower. Hanging from the ceiling is a massive, imposing iron chandelier with white marble figures perched on its many arms.

The symbols are those of the order's patron deities. The audience hall contains nothing of value.

Creatures: The figures on the chandelier are advanced sanctified gargoyles (see *Book of Exalted Deeds*, page 186, for information on the sanctified template). These watchers keep the peace in this chamber and serve as one more defense in case attackers breach the lower areas. They remain perfectly still until they detect intruders.

HOLY WATCHERS (10) **CR 6**

Advanced sanctified gargoyles
CG Large monstrous humanoid (earth)
Init +2; **Senses** darkvision 60 ft.; Listen +4, Spot +4
Aura menace (20 ft., DC 11)
Languages Common, Terran

AC 16, touch 11, flat-footed 14
hp 76 (7 HD); **DR** 10/magic
Fort +8, **Ref** +6, **Will** +5

Speed 40 ft. (8 squares), fly 60 ft. (average)
Melee 2 claws +12 (1d6+6) and bite +10 (1d8+3)
Base Atk +7; **Grp** +17
Atk Options Flyby Attack
Special Actions light ray (1/round, ranged touch +8, 3d6 damage to evil only)

Spell-Like Abilities (CL 7th):
Always Active—*magic circle against evil, tongues*

Abilities Str 23, Dex 12, Con 22, Int 6, Wis 11, Cha 7
SQ freeze
Feats Flyby Attack, Multiattack, Toughness
Skills Hide +6 (+14 against stony background), Listen +6, Spot +5
Possessions none

Aura of Menace (Su) Any hostile creature within the aura that fails the save takes a –2 penalty on attack rolls, AC, and saves for 1 day or until it hits the holy watcher.

7. BLEAK HALL AND CELLS (EL VARIES)

Both staircases from area 5 continue up from area 6, eventually converging on a single landing that connects to a stone hallway ending in yet another staircase. Read or paraphrase the following when the PCs enter this hallway.

The stench of fear, sweat, and excrement fills the air, as if dozens of people were sharing too small a space. Smaller corridors lined with cell doors extend from both sides of the hall. From these small rooms emanate moans of suffering.

The Seropaeneans house captives here after breaking their will in the interrogation room (see area 13). After the questioning (and often torture), the Seropaeneans rip the tongues from their captives' mouths (to prevent them from calling up vestiges) and place them in cells.

Creatures: At any time, these cells house ten to forty binders and binder sympathizers of various levels. In addition, the jailer (see area 8) sometimes walks these halls.

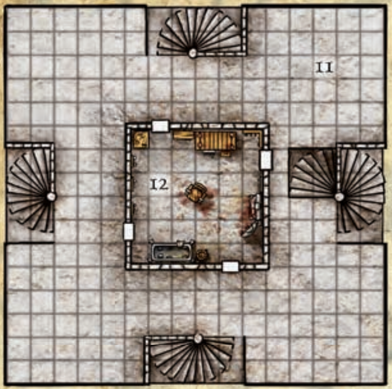
Binders (10–40): hp varies; create statistics as desired.

Jailer: hp 307; see area 8 for statistics.

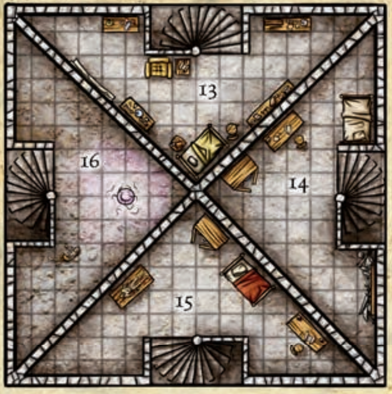
Development: If the jailer is not present, any loud noise attracts his attention, bringing him here in 1d4 rounds.

The Tower of Woe

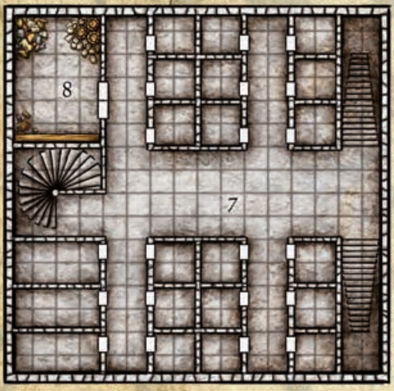
One square = 5 feet



Level 5



Level 6



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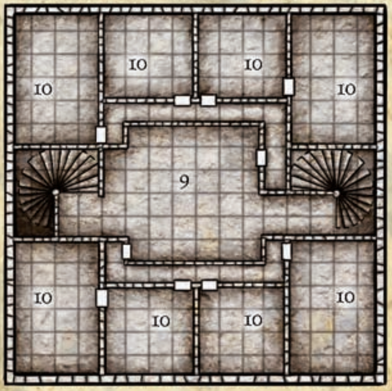
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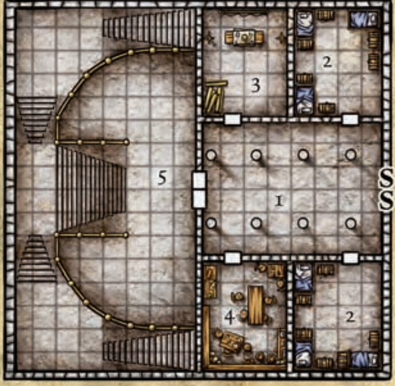
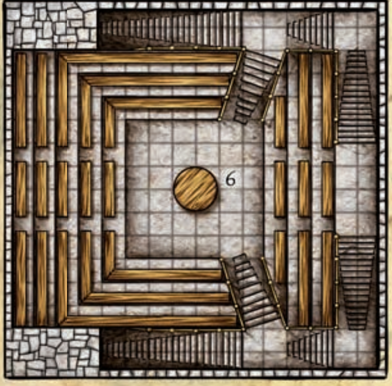
Level 4



Level 1



Level 2

8. JAILER (EL 17)

This chamber serves as the living quarters for the creature known as the jailer. Read or paraphrase the following, adjusting as needed if the jailer is present.

This large chamber is obviously used for storage. Big grain sacks are piled in one corner next to several wooden casks. A pile of old hides stands in another corner.

The casks contain water and the sacks are filled with grain. The hides serve as a bed for the room's sole inhabitant.

Creature: The jailer, a hill giant who forgot his name long ago, has an important responsibility. He must feed the prisoners their gruel, water them, and prevent them from committing suicide. Though he is stupid and evil, he hopes that one day the masters will purify him the way they did the gargoyles and allow him to join their crusade to wipe out the heretics—Maybe he will even become a paladin. For now, though, he's content to watch over his flock.

The jailer's main wickedness is neglect. He either forgets to feed the prisoners for days at a time, or feeds them too often. Thus, disease runs rampant through the cells, and the losses are appalling. However, the jailer is serious about his job, even if he doesn't do it well. He walks the hall regularly, and when he isn't there, he listens for and investigates any suspicious noises coming from the cells.

JAILER CR 17

Male hill giant fighter 10
NE Large giant
Init +0; **Senses** low-light vision; Listen +8, Spot +7
Languages Common, Giant

AC 29, touch 9, flat-footed 29
hp 307 (22 HD)
Immune alignment detection, detect lies, detect thoughts

Fort +23, **Ref** +7, **Will** +9
Speed 30 ft. (6 squares)
Melee *+4 greatsword* +36/+31/+26/+21 (3d6+25/17–20)
Space 10 ft.; **Reach** 10 ft.
Base Atk +19; **Grp** +36
Atk Options Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack
Special Actions rock throwing
Combat Gear 3 *potions of cure serious wounds*

Abilities Str 36, Dex 10, Con 26, Int 5, Wis 14, Cha 6
SQ rock catching
Feats Awesome Blow, Blind-Fight^{B}, Cleave, Endurance, Diehard, Great Cleave^{B}, Greater Weapon Focus (greatsword)^{B}, Improved Bull Rush, Improved Initiative^{B}, Improved Sunder, Improved Toughness*^{B}, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)^{B}
*See *Complete Warrior,* page 101.
Skills Climb +9, Intimidate +6, Jump +9, Listen +8, Speak Language (Common), Spot +7
Possessions combat gear plus *+3 full plate armor, +4 greatsword, ring of mind shielding, amulet of health +4, belt of giant strength +4, scabbard of keen edges*

Hook "I do good job, yes?"

9. HALL OF INSPIRATION

The long staircase ends at the entrance to a square room.

This room has a door on either side. Directly across from the entrance is another set of stairs leading up to the next level. The chamber is warm and brightly lit, and a faint scent of sandalwood perfumes the air.

This chamber is empty.

10. OFFICERS' QUARTERS (EL 12+)

Each of the doors leading out from area 9 opens on a hall with more doors lining the outer wall. Each door opens into the private quarters of an officer. All the rooms in this area are identical—bare cells where the officers can spend time in contemplation.

Creatures: Five officers are in this area at any given time. Select the rooms they occupy at random.

Development: Sounds of combat in one room attract the attention of the other officers, bringing them to the battle site in 1d4 rounds.

SEROPAENEAN OFFICERS (5) CR 12

Female or male human cleric 7/witch slayer 5
LN Medium humanoid
Init +1; **Senses** Listen +14, Spot +12
Languages Common

AC 27, touch 13, flat-footed 26
hp 105 (12 HD)
Resist mettle, slippery mind (second Will save against enchantments)
Fort +15, **Ref** +6, **Will** +13

Speed 20 ft. (4 squares)
Melee mwk heavy mace +14/+9 (1d8+2)
Ranged mwk light crossbow +12 (1d8/19–20)
Base Atk +10; **Grp** +12
Atk Options smite 1/day (+4 attack, +7 damage), smite spirit sharer 5/day (+0 attack, +5 damage)
Special Actions feat of strength 1/day (+7 Str for 1 round), momentary disjunction once/5 rounds (Will DC 20 negates), turn undead 3/day (+2, 2d6+7, 7th)
Combat Gear *pearl of power* (1st level)

Cleric Spells Prepared (7th; 1d20+9 to overcome SR):
4th—*divine power, spell immunity*^{D}
3rd—*contagion*^{D} (melee touch +12, Fort DC 15), *dispel magic, prayer*
2nd—*bear's endurance, bull's strength*^{D}, *hold person* (Will DC 14), *lesser restoration, silence* (Will DC 14)
1st—*bless, detect evil, divine favor* (2), *entropic shield, inflict light wounds*^{D} (melee touch +12, Will DC 13),

0—*detect magic* (2), *light* (2), *read magic, resistance*
D: Domain spell. Deity: St. Cuthbert. *Domains:* Destruction, Strength.

Abilities Str 15, Dex 13, Con 18, Int 10, Wis 15, Cha 11
SQ locate possession
Feats Alertness, Combat Casting, Investigator, Power Attack, Spell Penetration, Weapon Focus (heavy mace)
Skills Concentration +18, Diplomacy +2, Heal +3, Knowledge (history) +2, Knowledge (religion) +7, Listen +12, Spellcraft +10, Spot +14
Possessions combat gear plus *+2 full plate armor, +2 heavy steel shield,* masterwork heavy mace, masterwork light crossbow with 20 bolts, dagger, *ring of protection +2, gauntlets of ogre power, cloak of resistance +2,* 16 gp

Hook "Yield, and I might spare your life!"

11. EXPOSED LANDING (EL 17)

The stairs from area 9 end at an exposed landing. Read or paraphrase the following when the PCs arrive.

The wind whips across the landing, creating an intense feeling of vertigo. At each cardinal point, another staircase leads to the level above.

Creatures: Four elite guards patrol this open area. Their first duty is to protect their masters above; the second is to use their vantage point to watch for suspicious people who seem too interested in the tower. These guards are loyal to the Seropaeneans and have gone so far as to cut out their own tongues as part of a special vow to protect what they overhear in the adjacent room.

Tactics: Since no one except the leaders can enter this level, the guards attack anyone they do not recognize. If the guards saw the PCs enter the tower or heard the sounds of combat, they prepare for a fight by taking several rounds to cast spells and use their wands. If the PCs somehow managed to surprise the guards while they were unprepared, use the information from the second statistics block given below in place of those from the first. If the guards hear the PCs coming, they all hide in plain sight and then follow the characters closely while studying them in preparation for death attacks.

In combat, they use *walls of fire* from their wands to impede and divide the PCs. Then they use *lightning bolts* from their wands against foes they cannot flank.

ELITE GUARDS, PREPARED (4) CR 13

Female or male human rogue 5/assassin 8
LE Medium humanoid (human)
Init +6; **Senses** Listen +17, Spot +17
Aura magic circle against good
Languages can understand but not speak Common, Elven, Dwarven

AC 29, touch 16, flat-footed 29; +2 deflection bonus against good
hp 105 (13 HD); **DR** 10/adamantine (up to 110 points)
Immune alignment detection, detect lies, detect thoughts
Resist evasion
Fort +8 (+12 poison), **Ref** +19, **Will** +7

Speed 30 ft. (6 squares)
Melee *+4 spiked chain* +20/+15 (2d4+4)
Base Atk +9; **Grp** +9
Atk Options death attack (Fort DC 21), sneak attack +7d6
Special Actions hide in plain sight, Use Magic Device with a wand
Combat Gear *wand of greater magic weapon* (CL 16th, +4, 4 charges), *wand of lightning bolt* (CL 10th, 5 charges), *wand of magic vestment* (CL 16th, +4, 4 charges), *wand of shield* (4 charges), *wand of stoneskin* (4 charges), *wand of wall of fire* (5 charges)

Assassin Spells Known (CL 8th):
4th (1/day)—*dimension door, freedom of movement, greater invisibility*
3rd (4/day)—*deeper darkness, false life, magic circle against good**, *misdirection*
2nd (4/day)—*cat's grace**, *darkness, invisibility, spider climb*
1st† (4/day)—*disguise self, feather fall, obscuring mist, true strike*
*Already cast and figured into statistics
†An elite guard cannot cast 1st-level spells, as they all have verbal components (see mute, below)

Abilities Str 11, Dex 22, Con 14, Int 17, Wis 13, Cha 9
SQ improved uncanny dodge, mute, poison use, trap sense +1, trapfinding
Feats Exotic Weapon Proficiency (spiked chain), Silent Spell, Stealthy, Sudden Silent*, Weapon Finesse, Weapon Focus (spiked chain)
*See *Complete Arcane,* page 83.
Skills Balance +14, Bluff +8, Climb +5, Concentration +4, Diplomacy +3, Disguise +4 (+6 acting), Hide +24, Intimidate +3, Jump +9, Knowledge (religion) +5, Listen +17, Move Silently +24, Spellcraft +8 (+10 deciphering scrolls), Spot +17, Tumble +24, Use Magic Device +17
Possessions combat gear plus mithral shirt, masterwork spiked chain, *amulet of natural armor +1, cloak of resistance +3, headband of intellect +2, ring of mind shielding*

Death Attack *DMG* 180.
Hide in Plain Sight (Ex) These guards can use the Hide skill even while being observed (except in natural daylight, the area of a *daylight* spell, or a similar effect).
Mute An elite guard lacks a tongue, so cannot cast spells with verbal components without using the Silent Spell feat, which increases the casting time of a spell to 1 full round (as well as increasing its level by one). An elite guard cannot cast a 4th-level spell without using the Sudden Silent feat, which can be used only once per day. A prepared elite guard has already used his or her 4th-level spell slot to cast a silent *magic circle against good.*
Poison Use An elite guard is skilled in the use of poison and never risk accidentally poisoning himself when applying poison to a weapon.

Hook Moans when activating a wand

When unprepared, an elite guard has the following changed statistics:
Init +4
Aura none

AC 19, touch 14, flat-footed 19
hp 74 (13 HD)
Ref +17

Melee mwk spiked chain +14/+9 (2d4)

Assassin Spells Known (CL 8th):
4th (1/day)—*dimension door, freedom of movement, greater invisibility*
3rd (4/day)—*deeper darkness, false life, magic circle against good, misdirection*
2nd (4/day)—*cat's grace, darkness, invisibility, spider climb*
1st† (4/day)—*disguise self, feather fall, obscuring mist, true strike*
†An elite guard cannot cast 1st-level spells, as they all have verbal components (see mute, below)

Abilities Str 11, Dex 18, Con 14, Int 17, Wis 13, Cha 9
Skills Balance +12, Hide +22, Move Silently +22, Tumble +22

12. HALL OF SIGHS

Four doors give access to this grim chamber of dark stone. In the center of the room is a single wooden seat. Torture devices such as racks, iron maidens, thumbscrews, and more stand ready to provide extra incentive to prisoners.

A permanent area of nullifying magic like that of an *antimagic field* covers an area 10 feet around the seat. The leaders interrogate their prisoners here, learning what they can about pact magic and its practitioners. Most of the time, the room is empty.

13. CHAMBER OF HEIRONEOUS

The priest of Heironeous who once of this chamber died in a terrible confrontation with a group of binders. Since his death, his room has been left just as it was.

This chamber is furnished with a bed and two comfortable chairs. On the wall hangs a map, and a small altar stands in one corner. Plenty of candles and other religious paraphernalia give mute evidence of the occupant's strong religious convictions.

A character who succeeds on a DC 25 Search check while examining this chamber discovers a hastily scribbled note regarding concerns about someone named Kalan. The note says that this person seems more interested in the Plane of Shadow than in containing binders. Also, the writer notes another new development in magic that the tower's occupants discovered when they captured a truenamer instead of a binder.

14. CHAMBER OF ST. CUTHBERT (EL 0 OR 16)

The furnishings in this triangular room include a comfortable bed, a wardrobe, a rack for armor and weapons, and a writing desk with a few papers on it. On the wall beside the bed hangs a silvery symbol coated in tarnish and dust.

The symbol on the wall is St. Cuthbert's holy symbol.

Creature: The room's occupant, Sir Michael Ambrose, is the representative of St. Cuthbert. He rarely stays here because he prefers to remain in the field. At any time, Ambrose has only a 30% chance to be here.

Sir Michael Ambrose: hp 113; see page 93 for statistics.

Development: A search of the room turns up a few papers describing possible binder cells all over the continent, but nothing of value.

15. CHAMBER OF WEE JAS (EL 16)

This room is home to the tower's representative of Wee Jas. Read or paraphrase the following when the PCs arrive.

This macabre triangular room has black walls and a black floor. On the ceiling, however, is a mural depicting a beautiful woman surrounded by clinging mist. Corpses caper and dance around her. The room's only furnishings are a bed, a desk, a wardrobe, and a worktable. On the table, a corpse lies twitching, its organs exposed to the air. Flies buzz all around the grisly mass.

The mural depicts the goddess of death and magic. The zombie on the table was a human binder in life.

Creatures: Eiliera, priestess of Wee Jas, spends a great deal of time here exploring the arts of necromancy. She feigns concern for the problems faced by the order, but in truth she has little interest in its doings. Her only purpose in dwelling here is to claim the corpses of prisoners and use them to advance her studies.

EILIERA CR 16

Female human necromancer 5/cleric 5/true necromancer* 6
*Prestige class described in *Libris Mortis*
LN Medium humanoid
Init +5; **Senses** Listen +5, Spot +5
Aura zone of desecration 20 ft. (as *desecrate* spell)
Languages Common, Celestial, Infernal, Abyssal

AC 17, touch 13, flat-footed 16
hp 68 (16 HD)
Fort +7, **Ref** +5, **Will** +18

Speed 30 ft. (6 squares)
Melee *staff of fire* +8/+3 (1d6–1)
Base Atk +8; **Grp** +7
Special Actions death touch 1/day (melee touch +7, 5d6), rebuke undead 7/day (+5, 2d6+13, 13th)
Combat Gear *potion of blur, potion of invisibility, staff of fire, wand of cure moderate wounds*

Cleric Spells Prepared (CL 9th; 1d20+13 to overcome SR):
5th—*commune, greater command* (DC 20), *slay living*^{D} (CL 11th, melee touch +7, DC 22)
4th—*cure critical wounds* (melee touch +7, DC 19), *death ward*^{D} (CL 11th), *freedom of movement, poison* (CL 11th, melee touch +7, DC 21)
3rd—*animate dead* (CL 11th), *cure serious wounds* (melee touch +7, DC 18), *deeper darkness, dispel magic*^{D}, *wind wall*
2nd—*cure moderate wounds* (melee touch +7, DC 17), *darkness, death knell*^{D} (CL 11th, melee touch +7, DC 19) *hold person* (DC 17), *owl's wisdom, sound burst* (DC 17)
1st—*cause fear*^{D} (CL 11th, DC 18), *cure light wounds* (2) (melee touch +7, DC 16), *divine favor, doom* (CL 11th, DC 18), *entropic shield, shield of faith*
0—*cure minor wounds* (melee touch +7, DC 15), *detect poison, guidance* (melee touch +7), *mending, purify food and drink, virtue* (melee touch +7)
D: Domain spell. Deity: Wee Jas. *Domains:* Death, Magic.
Necromancer Spells Prepared (CL 10th; 1d20+14 to overcome SR):
5th—*cloudkill* (DC 20), *Mordenkainen's private sanctum, telekinesis* (DC 20), *waves of fatigue* (CL 12th)
4th—*animate dead* (CL 12th), *contagion* (CL 12th, melee touch +7, DC 21), *enervation* (CL 12th, ranged touch +9), *fear* (CL 12th, DC 21), *solid fog*
3rd—*blink, lightning bolt* (DC 18), *ray of exhaustion* (CL 12th, ranged touch +9, DC 20), *slow* (DC 18), *vampiric touch* (CL 12th, melee touch +7)
2nd—*command undead* (CL 12th, DC 19), *false life* (CL 12th), *ghoul touch* (CL 12th, melee touch +7, DC 19), *glitterdust* (DC 17), *scorching ray* (ranged touch +9), *spectral hand* (CL 12th)
1st—*chill touch* (CL 12th, melee touch +7, DC 18), *expeditious retreat, feather fall, mage armor, magic missile, ray of enfeeblement* (CL 12th, ranged touch +9), *true strike*
0—*detect magic* (2), *touch of fatigue* (CL 12th, melee touch +7, DC 17), *read magic* (2)
Spell-Like Abilities (CL 8th):
2/day—*create undead*

Abilities Str 8, Dex 12, Con 10, Int 20, Wis 21, Cha 13
SQ necromantic prowess +2, strong aura of law, summon familiar (none)
Feats Combat Casting, Craft Wand^{B}, Extra Turning, Greater Spell Focus (necromancy), Greater Spell Penetration, Improved Initiative, Scribe Scroll^{B}, Spell Focus (necromancy), Spell Penetration
Skills Concentration +19, Heal +11, Knowledge (arcana) +24, Knowledge (history) +18, Knowledge (religion) +24, Knowledge (the planes) +18, Search +11, Spellcraft +24
Possessions combat gear plus *headband of intellect +4, periapt of Wisdom +4, bracers of armor +3, ring of protection +2, amulet of natural armor +1, candle of truth, Quaal's feather token (bird)*
Spellbook as above plus 0—all except enchantment and illusion; 1st—*erase, shield, summon monster I;* 3rd—*fly;* 4th—*bestow curse*

Tactics: Eiliera is cruel, cold, and dispassionate, but not evil. She allows the PCs to leave in peace if they promise not to disturb her.

16. CHAMBER OF VECNA (EL 0 OR 15)

The door to this room is locked (Open Lock DC 40). Read or paraphrase the following if the PCs manage to enter.

This cold, dark chamber is filled with a putrid odor. The whole room seems unspeakably vile, though it is empty except for a disk of flickering violet energy and a rotting corpse on the floor. The shadows seem alive, flickering and dancing in the periphery of the room.

A permanent gate to the Plane of Shadow is the source of the strangely alive shadows in this room. Kalan, the adherent of Vecna who dwells here, compelled a wizard to create the gate and then murdered him, leaving him to rot where he lay—hence the odor. Occasionally shadow creatures come through the gate, but they rarely stay for long.

Kalan uses the gate primarily to communicate with Crestian (see page 189) because he prefers to receive instructions on some neutral ground. Kalan is here 50% of the time. The rest of the time, he is on the Plane of Shadow or elsewhere on a mission.

Kalan, Elite Vampire: hp 90; *MM* 251.

MI
MU
RA

Shadow Magic

Before creation, darkness was all, and it waits even now beyond the edges of all worlds. In time, the greatest of lights and the brightest of suns must dim and gutter. Day might banish night for a while, but night always returns.

On various planes of existence dwell those who follow this notion to its ultimate conclusion. Most frequently called the Doctrine of Eternal Night, it posits that darkness is the only truly eternal concept of the multiverse. As such, it must be the greatest. Symbolically and physically, darkness is the ultimate force—the final result of all efforts.

As with symbolism and physics, so too with magic. Wizards call down fire, druids channel the essence of nature, and clerics wield the powers of the gods themselves. Yet in time, the greatest of those magics fades, worlds crumble to dust, and even gods die. The magic of shadow is not flashy, beautiful, or divine, but it is eternal, and thus superior.

From shadowcasters who master dark mysteries to prestige classes that wield advanced shadow magic; from feats, both general and metashadow, to mysteries; from monsters to organizations; this chapter allows DMs and players alike to make shadow magic an integral part of any campaign.

THE PLANE OF SHADOW

The Plane of Shadow neighbors and overlaps the Material Plane, and many of the others as well. It is a dark, twisted reflection of the real world, made all the more alien by its nagging similarities. Color is a faded memory, bleached from the world and replaced with shades of gray. The sky is an endless vault of black, with neither sun nor stars to break the gloom. Emotions are as muted as colors—love and hate, joy and sorrow, mirth and mourning are all less potent, less expressive. Only true needs—hunger, thirst, exhaustion, and pain—remain undiminished. Bring all the light you like; it will not shine half so brightly as it does in the darkest night of your own world.

The Plane of Shadow is the literal shadow of the Material Plane, cast not by any light but by the mystical energies that hold creation together. The domain contains twisted reflections of everything that exists in the physical realm. Mountains rise from the earth, but they are perverse and foreboding. Structures stand clustered into communities, but they are warped and often worn.

The most twisted of all areas are the Darklands scattered throughout the Plane of Shadow. These stretches of land are infused with negative energy. They suck life from those who travel them. Desolate, bleak, and forlorn, the Darklands are the most inhospitable terrain in a harsh realm.

It is only natural to consider the Plane of Shadow lesser than the Material Plane. After all, it is merely a reflection of "true" existence, a shadow distorted by the angle of the light and the movements of the world. It is simple image without substance. A rare few understand a deeper truth, however. Shadow is sculpted in the endless darkness. Carved from the only force that is truly eternal, it has a greater meaning, and a greater existence, than the physical world itself. Rather than the Plane of Shadow poorly reflecting the Material Plane, the plane of light and substance is the ephemeral reflection of all-encompassing shadow.

THE METHODS OF SHADOW MAGIC

Shadow magic is subtle and indirect. It involves two fundamental principles of mysticism.

SYMPATHY

Like affects like. If a caster controls a thing similar to, or related to, a target, the mage controls the target itself. Spellcasters of certain cultures take advantage of this principle with dolls shaped like specific people, or by stealing a lock of hair or an item of clothing belonging to their intended targets. Shadow magic takes this concept much further by taking advantage of perhaps the greatest example of sympathy. By manipulating the shadows of individuals, the caster can control their minds, their souls, and even their physical forms.

REFLECTION

For every action, an equal and opposite reaction exists. The reaction is not visible in most forms of magic. The wizard who casts a fireball into the midst of his enemies neither sees nor cares about the brief amount of flame that vanishes from

Illus. by R. Mimura

the Elemental Plane of Fire to power that spell. The cleric who heals a dying friend knows that her god is a being of such might, he scarcely notices the energy she draws from him. Shadow magic does not hide these effects, but rather uses them, creating strength from weakness, substance from emptiness, and dark from light.

LESSER SHADOW MAGIC

Shadow magic has its lesser but far more familiar cousins. Casters of shadow magic scoff at those who believe that these feeble magics represent the limits of shadow. In truth, they barely scratch the surface.

Darkness and Related Spells: All spellcasters tap into the Plane of Shadow when creating *darkness*. They draw extraplanar shadows to them, for no shadow of the Material Plane is strong enough to displace the light. Comparing these manipulations of shadow to those practiced by shadow magic users, however, is as comparing a child playing with rude clay to the skillful efforts of a master sculptor. Others can only force shadow through the planar boundaries in fixed amounts; the shadow master can manipulate ambient lighting as a bard manipulates sound.

Shadow-Based Illusions: Several spells of the illusion school draw on shadowstuff to add an element of reality to their images. Swords seem to cut, lightning to burn. Yet these are no more real than any other illusion. They are shadows of shadows, merely skimming the tiniest amount of substance from the dark plane. Shadow magic casters understand that they need not settle for semireal images. They can create true items, as solid as anything found on the Material Plane.

Negative Energy: The association of negative energy with shadow is in fact a false one, although many of the wisest scholars—and even some shadow magic users—continue to make it. The propensity of mortal minds to associate the symbolic with the real causes most people to think of positive energy as "light" and negative energy as "dark." The reasoning proceeds—if negative energy is dark and shadow is dark, they must stem from the same source. In truth, shadow and negative energy are separate cosmic forces, although they attract many of the same entities and can be used to accomplish some of the same effects. When a shadow magic caster draws the life or strength out of a foe, however, she is funneling the foe's essence into the Plane of Shadow, replacing it with less animate shadows. She need not manipulate negative energy, any more than evil clerics manipulate shadow to control undead.

Shadowdancers: Not all who manipulate shadow do so through intense study and arcane formulae. A rare few grow so close to darkness, they brush the edges of shadow on an instinctive level. Shadowdancers pierce the borders of the Plane of Shadow when they make use of their abilities, even if they remain ignorant of that fact. To date, shadow magic casters have been unable to determine what it is about shadowdancers that grants them this innate link to shadow, but it is an area of intense study and debate within their various societies and organizations.

LEARNING SHADOW MAGIC

The secrets of true shadow magic are difficult to learn, for only a rare and jealous minority possesses them. The majority of such lore can be found in the hands of a few specific organizations, such as the Tenebrous Cabal, and knowledge seekers must petition them for access. Although a few ancient libraries and lost ruins contain tomes of shadow lore, these are usually insufficient for readers to become shadow magic casters simply by perusing them. At best, they might point in the direction of other, more useful sources. Some religious sects and temples also possess writings and lore regarding shadow magic. The priesthoods of many dark gods study the Plane of Shadow, believing it to be an aspect of their deity's power.

As a matter of self-preservation, these groups seek out those who show both an aptitude for magic and a desire to delve into the mystic. With varying degrees of ritual, they share the secrets of the multiverse and shadow magic with a desirable applicant. Because it requires a devoted, disciplined mind to master shadow magic, for it is alien in ways that other magics are not, these groups approach potential recruits infrequently and accept petitioners even more rarely. Still, for those who prove themselves both capable and devoted, access to these organizations opens up an entirely new understanding of magic, of eternity, and of reality itself.

THE SHADOW WEAVE OF TORIL

In the FORGOTTEN REALMS campaign setting, the Weave is a network of mystical energies, the source of magic for all the world. The rare Toril caster understands that a second source of magic exists in the gaps of the Weave itself. This is a perfect example of the second principle of shadow magic in action. Because the Weave draws in energies, not just from extraplanar sources, but from the world around it, it leaves holes in reality where those energies come from. This is the Shadow Weave, a network of "negative" magic. Those few who truly understand it, such as shadow magic casters, use the Shadow Weave as a source for their power, drawing on it the way shadow mages of other worlds draw directly from the Plane of Shadow.

THE SHADOWCASTER

"Behind the fire, between the worlds, in all the empty spaces, at the end of all things, we are there. Matter, light, life—these things are fleeting. Shadow, only shadow, is eternal."

—Eddas Coradran, Lord of the First House,
Parliament of Shadows

All things fall into shadow, even light. Shadows do not represent the absence of light; they show the presence of darkness. Thus, shadow and darkness are not death or diminishment; they are the fundamental state of the universe, the constant that existed before, that exists now, and that will exist when all other things are snuffed out. So it is with the Plane of Shadow, that dark mirror to the Material Plane and many other realities. Shadowcasters tap into this most fundamental of forces and planes to work their dark wills. By tying themselves to the Plane of Shadow, they maintain a tenuous link to the ultimate force of existence.

The shadowcaster understands the true, primal power of darkness, attunes herself to the Plane of Shadow, and learns great shadow mysteries the equal of any mundane spell. These dark casters are workers of alien magic, possessing an occult understanding of the world and magic that even other spellcasters find disturbing. They are masters of a dark power—and perhaps, as some worry, its servants as well.

MAKING A SHADOWCASTER

The shadowcaster is a potent magic user. Her abilities are tightly focused, making her somewhat less versatile than other spellcasters, but what she lacks in range she makes up in sheer capability. Shadow magic is unfamiliar to most enemies and, especially at higher levels, far more difficult to counter, disrupt, or dispel. Depending on the shadowcaster's focus and choice of paths, she might be an exceptional scout, a master of scrying, a commander of shadowy minions, a thief of life, or any combination thereof. Like most spell users, her role depends largely on the magic she chooses.

Those who walk the dark road of shadow magic must fortify themselves against the pull of the Plane of Shadow. As the power the plane grants grows, so too does its grip on a shadowcaster's soul. This constant contest between shadow and soul strengthens a shadowcaster's will and fortitude.

Few shadowcasters are leaders of adventuring groups, being more concerned with expanding their knowledge and understanding of the mystical in general, and of shadow in particular.

Abilities: Shadowcasters must be both clever and confident, studious and determined; Intelligence and Charisma both impact their mysteries. Wisdom is useful for perception, particularly if they opt for any of the scrying-oriented paths. Because shadowcasters rarely wear armor, a high Dexterity proves helpful.

Races: The majority of shadowcasters are humans or half-elves, individuals whose quest for power, understanding, or knowledge is at the forefront of their personas. Dwarves tend to see shadowcasters as agents of evil, even if they are unwitting ones. Elves do not necessarily consider them evil, but they do see shadow magic as unnatural, and therefore harmful even when their masters intend no malice. Gnomes are more accepting of shadowcasters. They view them with suspicion, but simultaneously respect their drive and wonder at the great arcane secrets they possess. Halflings fear shadowcasters for their powers but envy their ability to enter and explore the dark, hidden places. Half-orcs tend to distrust shadowcasters, although some lust after their abilities; however, few half-orcs have the mental capacity to be effective shadowcasters.

Alignment: Shadowcasters deal with dark powers, magic often associated with evil, and live with a skewed perception of the world itself. Mastering the paths and mysteries, and learning to comprehend the world through the alien filter of the Plane of Shadow, requires an exceedingly disciplined, organized mind. Thus, while shadowcasters can be of any alignment, those with good or chaotic alignments are exceedingly rare.

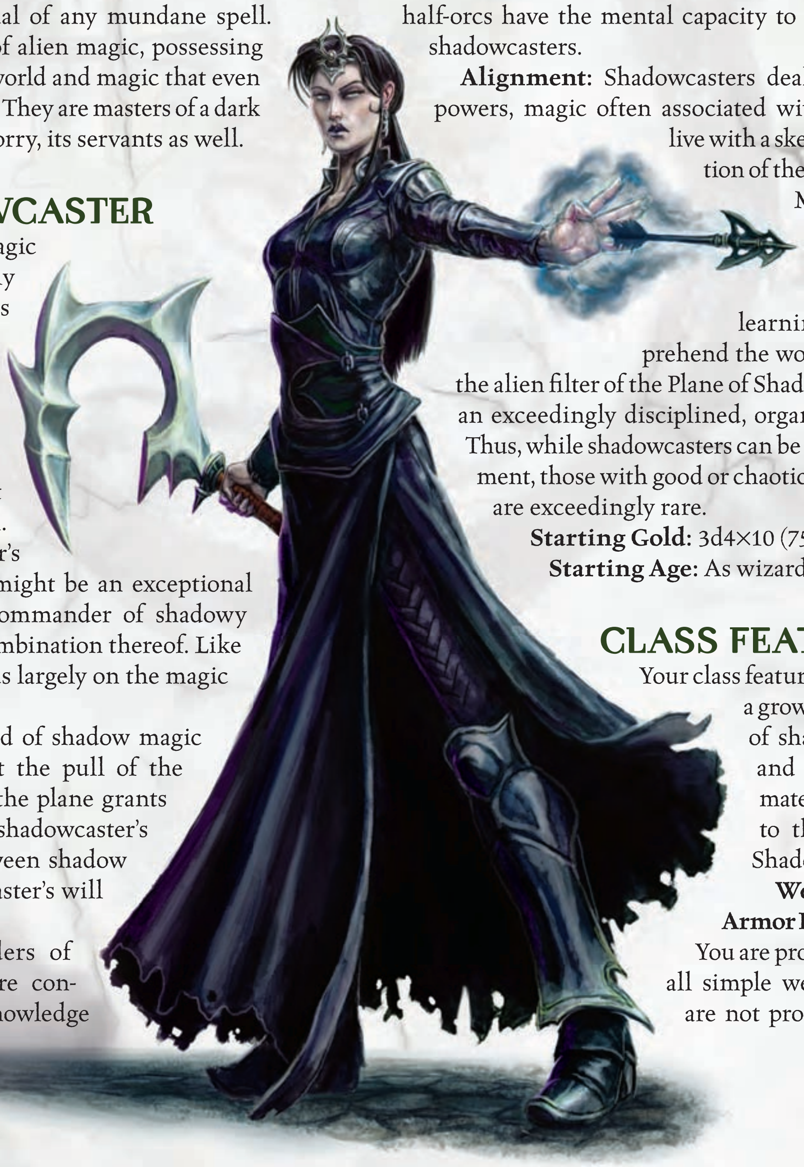
Starting Gold: 3d4×10 (75 gp).

Starting Age: As wizard.

CLASS FEATURES

Your class features represent a growing mastery of shadow magic and a more intimate connection to the Plane of Shadow.

Weapon and Armor Proficiency: You are proficient with all simple weapons. You are not proficient with



Irrin Coradran, a human shadowcaster

Illus. by M. Phillippi

TABLE 2–1: THE SHADOWCASTER **HIT DIE: D6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Fundamentals of shadow, apprentice mysteries
2nd	+1	+3	+0	+3	Bonus feat; see text
3rd	+1	+3	+1	+3	Umbral sight (darkvision 30 ft.)
4th	+2	+4	+1	+4	Bonus fundamental
5th	+2	+4	+1	+4	Sustaining shadow (eat 1 meal/week)
6th	+3	+5	+2	+5	—
7th	+3	+5	+2	+5	Apprentice mysteries (spell-like), initiate mysteries
8th	+4	+6	+2	+6	Bonus fundamental
9th	+4	+6	+3	+6	—
10th	+5	+7	+3	+7	Sustaining shadow (sleep 1 hour/day)
11th	+5	+7	+3	+7	Umbral sight (see in darkness 60 ft.)
12th	+6/+1	+8	+4	+8	Bonus fundamental
13th	+6/+1	+8	+4	+8	Apprentice mysteries (supernatural), initiate mysteries (spell-like), master mysteries
14th	+7/+2	+9	+4	+9	Unlimited uses of fundamentals
15th	+7/+2	+9	+5	+9	Sustaining shadow (immune to poison/disease)
16th	+8/+3	+10	+5	+10	Bonus fundamental
17th	+8/+3	+10	+5	+10	—
18th	+9/+4	+11	+6	+11	—
19th	+9/+4	+11	+6	+11	—
20th	+10/+5	+12	+6	+12	Bonus fundamental, sustaining shadow (no need to breathe, eat, or sleep)

Class Skills (2 + Int modifier per level, ×4 at 1st level): Concentration, Craft, Hide, Intimidate, Knowledge (arcana), Knowledge (the planes), Move Silently, Profession, Spellcraft, Spot.

any type of armor or shield. Armor of any type interferes with your gestures, which can cause your mysteries to fail when they function as spells.

Fundamentals of Shadow (Su): As a shadowcaster, you must master certain basic powers before proceeding to deeper secrets of shadow. These powers, known as fundamentals, function as supernatural abilities usable three times per day. You begin play with three fundamentals and gain an additional fundamental at 4th level and every four additional levels beyond 4th. At 14th level, you can use your fundamentals an unlimited number of times per day. You can, when gaining a new level, choose a new fundamental in place of another mystery. When choosing a fundamental, you can "relearn" an already known fundamental, thus gaining another set of uses of that fundamental per day. The save DC of any fundamental is equal to 10 + your Cha modifier.

Mysteries and Paths: You do not cast spells as other classes do, but instead invoke mystical secrets called mysteries (see pages 139–153). You know one mystery at 1st level and gain one additional mystery every class level. Up to 6th level, you can learn only apprentice mysteries. At 7th level, you gain access to initiate mysteries, and at 13th level you become able to use master mysteries. You can choose your new mystery from any category you have access to (including fundamentals). For instance, at 8th level, you could select either a fundamental, an apprentice mystery, or an initiate mystery.

Shadow magic progresses in very specific stages. You may not "jump ahead" in a path, although you need not complete a path if you do not wish to. Within a category (apprentice, initiate, master), you can only learn mysteries of a new level if you have learned at least two mysteries of a previous level, and you must know all previous mysteries within a path to select a mystery from that path. For example, you cannot learn *congress of shadows* (the second mystery of the Ebon Whispers path) until you know at least two 1st-level mysteries, one of which must be *voice of shadow* (the first mystery of that path). However, you can always select the first mystery in a path of a category you have access to, even if you didn't complete the lower category paths. For example, you could learn the shadow vision mystery, the first one (4th level) in the Initiate Veil of Shadows path, even if you know no 3rd level mysteries (all of which are in the Apprentice category).

Mysteries represent thought patterns and formulae so alien that other spells seem simple in comparison. As you progress, however, your connection to the Plane of Shadow grows stronger, and your mysteries become more ingrained in your essence. When you are capable of casting only apprentice mysteries, you cast them as though they were arcane spells. They all have somatic components, armor-based spell failure chance, and are subject to interruption (but they do not require material components, foci, or verbal components). Whenever you cast a mystery as an arcane spell, observers can make a DC 15 Spot check to note that your shadow is making different gestures from the ones you make when you cast the mystery (see Detecting Mysteries, page 138).

At 7th level, when you become capable of casting initiate mysteries (whether or not you choose to learn any), your apprentice mysteries become so much a part of you that they now function as spell-like abilities, and they no longer require somatic components. Your new initiate mysteries (when you learn them) function as arcane spells and follow the rules described above.

When you reach 13th level and become capable of casting master mysteries, another change occurs. Your master mysteries now function as arcane spells, and your initiate mysteries function as spell-like abilities. Your apprentice mysteries become supernatural abilities. (See page 139 for rules governing supernatural abilities.)

You can learn a mystery more than once. Each time you relearn a mystery, you gain another set of uses of that mystery per day.

You can use each mystery you know a certain number of times per day depending on whether it is cast as a spell (once), a spell-like ability (two times), or a supernatural ability (three times). The allotments per level are given on Table 2–2, but only apply if you are able to cast mysteries of the level indicated. For example, if you choose breadth over depth and know no 4th-level mysteries as a 7th-level shadowcaster, you cannot take advantage of the one use per mystery per day detailed in the table. Unlike spellcasters, you don't get bonus mysteries for a high ability score. Although you do not prepare spells, you must rest for 8 hours and meditate for 15 minutes each day to regain your use of mysteries just as a sorcerer or bard must rest and meditate to regain use of spell slots.

In order to cast a mystery, you must have an Intelligence score of at least 10 + the mystery's level. The save DC for your mysteries equals 10 + mystery level + your Cha modifier. Even though as a shadowcaster you do not "cast spells" in the traditional sense, your levels in this class count for the purpose of determining your overall caster level.

Table 2–2: Uses per Mystery per Day

Class	Mystery Level								
Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	1	–	–	–	–	–	–	–	–
2nd	1	–	–	–	–	–	–	–	–
3rd	1	1	–	–	–	–	–	–	–
4th	1	1	–	–	–	–	–	–	–
5th	1	1	1	–	–	–	–	–	–
6th	1	1	1	–	–	–	–	–	–
7th	2	2	2	1	–	–	–	–	–
8th	2	2	2	1	–	–	–	–	–
9th	2	2	2	1	1	–	–	–	–
10th	2	2	2	1	1	–	–	–	–
11th	2	2	2	1	1	1	–	–	–
12th	2	2	2	1	1	1	–	–	–
13th	3	3	3	2	2	2	1	–	–
14th	3	3	3	2	2	2	1	–	–
15th	3	3	3	2	2	2	1	1	–
16th	3	3	3	2	2	2	1	1	–
17th	3	3	3	2	2	3	1	1	1
18th	3	3	3	2	2	2	1	1	1
19th	3	3	3	2	2	2	1	1	1
20th	3	3	3	2	2	2	1	1	1

Bonus Feats: Beginning at 2nd level, you gain bonus feats equal to half the total number of paths you have access to, rounded down. For instance, most shadowcasters know the first mystery of two different paths at 2nd level, so they gain one bonus feat. If you learn the first mystery of a third path at 3rd level, you still have only one bonus feat, but if you learn the first mystery of yet another path at 4th level, you know four paths, and therefore gain a second bonus feat. Thus, you have a choice: fully master fewer paths and gain access to more high-level mysteries, or branch out into more paths and gain more feats but fewer high-level mysteries. You do not gain a new bonus feat for repeating a path you already know, and fundamentals do not apply for the purpose of bonus feats.

You must meet the prerequisite (if any) in order to select a feat as a bonus feat. The list of feats you can select includes any metamagic feat (as described in the *Player's Handbook*), Favored Mystery, Greater Path Focus, Nocturnal Caster, Path Focus, Shadow Vision, and any metashadow feat.

Umbral Sight (Su): When you reach 3rd level, your vision extends slightly into the Plane of Shadow. You gain darkvision out to 30 feet. If you already have darkvision, or gain it from some other source, the effective distance of that vision is increased by 30 feet. At 11th level, you become able to see perfectly in complete darkness, even magical darkness, out to 60 feet.

Sustaining Shadow (Ex): When you reach 5th level, your bond to the Plane of Shadow allows you to absorb dark energies, mitigating certain biological needs. You need eat only a single meal per week to maintain health. At 10th level, you only need 1 hour of sleep per night (but you must still rest for 8 hours to regain your mysteries for the next day). At 15th level, you gain immunity to nonmagical diseases and poisons. Finally, at 20th level, you no longer need to breathe, and need never eat or sleep.

PLAYING A SHADOWCASTER

You are a master of arcane secrets far greater than any other—or at least you will be. You understand what others do not: All power stems from darkness. All reality is a façade, and everything is symbolism; by changing a thing's reflection—its shadow—you change the thing itself. Other forms of magic, and other religions, aren't necessarily inferior or worthy of scorn; it's simply that they see only a part of the whole, the first layer of a deeper truth. You rarely take anything at face value or make snap decisions. You might be inclined to see conspiracies where none exist, so accustomed are you to looking for the shadows behind the obvious.

Mostly, you adventure to perfect your understanding and mastery of shadow. You likely prefer endeavors that allow you frequent use of your mysteries and other abilities, or those that promise access to ancient lore. You might have personal goals as well, and it's not uncommon for shadowcasters to adventure for the sake of riches, to avenge a past wrong, or for any other "standard" adventure motive.

RELIGION

If you are the scholarly type, you might eschew religion, preferring to focus entirely on your own abilities and those offered by shadow magic. Those of you who do subscribe to religion most frequently follow deities of darkness, mystic knowledge, and secrets, such as Boccob, Vecna, and Wee Jas.

OTHER CLASSES

You tend to view other spellcasters, arcane and divine, as both talented and misguided. You respect the abilities of these other classes, and acknowledge that they can perform feats that you cannot. Nevertheless, you usually maintain that darkness is the ultimate power of the multiverse, and those who devote themselves to other magic, and other powers, are deluded. You appreciate fighters and barbarians, who can handle physical threats while you deal with more esoteric matters. You enjoy the company of rogues, as you understand the rogue's need to hide from the eyes of others. You tend not to get along well with paladins, who are usually mistrustful; with druids, who view mysteries as outside nature; or with bards, who seem flighty and unfocused.

COMBAT

You possess fewer overtly damaging powers than spellcasters. Against a single foe, you are quite capable of dealing damage on par with any wizard, assuming you have selected the proper mysteries. Against a larger number of enemies, however, your area-affecting abilities are better suited toward weakening or impeding your foes so that your companions can finish them off—at least until you reach higher levels.

If you have selected any of the perception-related mysteries, you are particularly adept in arranging ambushes, flanks, and other tactical maneuvers involving surprise. Your abilities to see the battlefield from all angles, or in the dark, allow you to position your companions for maximum effectiveness.

At high levels, you can often call forth weapons and minions of darkness, enabling you to turn many battles through sheer weight of numbers, without putting yourself directly in harm's way. Consider gaining proficiency in armor and wearing it at this point. Only your master-path mysteries risk spell failure from wearing armor, and magic armor with a low arcane spell failure chance minimizes that. A magic shield is a particularly good option because it can be set aside when casting master-path mysteries but held in all other situations.

ADVANCEMENT

Continuing your development as a shadowcaster requires a substantial amount of time and effort. You must study arcane and esoteric texts, not merely to learn new mysteries but to comprehend the very nature of what you do. You must investigate the interaction of planes and forces. You might also elect to study shadow magic in a religious context, determining how the Plane of Shadow fits into your belief system—or at the very least how it impacts the beliefs of other shadowcasters, so you can better understand them.

When you are not studying, you are practicing, training your mind to comprehend the alien formulae of mysteries, and your body to channel ever greater amounts of shadowstuff. As you reach high levels, you might start to feel a bit distant from your companions. You could find it difficult to maintain friendships; the changes in your thought patterns and physiology leave you feeling much less human (or whatever race you are).

Mechanically, you should increase your Intelligence and Charisma as you attain levels. Beyond this, focus on feats and skills that enhance the mysteries you have chosen.

HUMAN SHADOWCASTER STARTING PACKAGE

Armor: None (speed 30 ft.)

Weapons: Quarterstaff (1d6, crit ×2, 4 lb., two-handed, bludgeoning).

Light crossbow (1d8, crit 19–20/×2, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Concentration	4	Con	—
Hide	4	Dex	—
Knowledge (arcana)	4	Int	—
Knowledge (the planes)	4	Int	—
Move Silently	4	Dex	—
Spellcraft	4	Int	—
Spot	4	Wis	—

Feat: Improved Initiative.

Bonus Feat (Human): Combat Casting.

Fundamentals Known: Arrow of dusk (supernatural, 3/day), black candle (supernatural, 3/day), widened eyes (supernatural, 3/day).

Mysteries Known: *Dusk and dawn* (spell, 1/day).

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel. Hooded lantern, 4 pints of oil. Case with 10 crossbow bolts.

Gold: 3d4 gp.

SHADOWCASTERS IN THE WORLD

"I wish I could say which bothers me more . . . that shadowcasters claim darkness is the greatest power of the cosmos, or that a small part of me believes they might be right."

—Jinna Aurinaire, priestess of Pelor

A shadowcaster is perhaps the most frightening magic user the PCs might run across. Her abilities are strange and dark, she can do things no other class can, and she practices magic in ways unfamiliar to even the most learned wizard. As villains, shadowcasters should terrify even confident parties. As PCs, they allow players to approach the use of magic in new and exciting ways. Perhaps most important for DMs, the shadowcaster is a walking plot hook; from the fearful and hateful reactions of those who do not understand her, to her innate connection to the mysterious Plane of Shadow, a single shadowcaster provides fodder for an entire series of adventures.

DAILY LIFE

When not adventuring, shadowcasters spend the majority of their time in study, meditation, and contemplation. No less so than wizards, shadowcasters must constantly research new discoveries regarding their powers and the sources thereof and must review formulae and esoteric concepts so thoroughly that they burn them into their minds. This is not to say that shadowcasters have no life outside their mystical pursuits, simply that they have little time to devote to other endeavors.

NOTABLES

Few shadowcasters are particularly famous; shadow magic does not lend itself to flashy displays. Many practitioners remain hidden from the eyes of those who would destroy them. Still, several shadowcasters have gained fame or notoriety, in the eyes of their comrades if not the outside world. These include Eddas Coradran, one of the most vocal leaders of the Parliament of Shadows, who believes the organization holds authority over all shadowcasters whether they acknowledge it or not; his daughter Irrin, the so-called "left hand" of the Parliament; Zathra Kuhn, called the Daughter of Night, one of the infamous enforcers of the Brotherhood of the Blinded Sun; and Hallair Shadowmane, an elf priest and shadowcaster who departed to dwell in a hermitage—some say in the Plane of Shadow itself.

NPC REACTIONS

Few people understand shadowcasters, and even fewer trust them. The common association of darkness with evil is simply too hard to shake, particularly since a goodly number of shadowcasters are evil, or at least uncaring of others. Most common folk react to shadowcasters as they would any other arcane spellcaster, unaware that they are dealing with something different. Should a shadowcaster reveal her unusual nature—perhaps by casting a blatantly shadow-oriented effect, or by allowing others to spot her shadow's unnatural movements—most people become unfriendly or even hostile. Spellcasters are also unfriendly, for they neither trust nor comprehend the shadowcaster's abilities. Clerics of gods of darkness and shadow, however, are often quite friendly toward shadowcasters, at least initially. Good-hearted shadowcasters can usually overcome these reactions, given time and opportunity, but it requires substantial effort.

Clerics of gods of light are particularly hostile to shadowcasters, and many remain rivals even if a shadowcaster has proven to be an ally. Similarly, evil creatures of darkness consider shadowcasters dangerous, fearing that the mystery users might too easily discover their own vulnerabilities and exploit their powers. For their own part, shadowcasters usually return such hostility in kind, considering each a potential threat.

SHADOWCASTER LORE

Characters with ranks in Knowledge (arcana) or Knowledge (the planes) can research shadowcasters to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Shadowcasters are magic users who focus on the powers of darkness and shadow.

DC 15: Shadowcasters draw their power from the Plane of Shadow, shaping it into magic both familiar and alien to other practitioners. They believe that shadow, as both the reflection of the material world and the substance between worlds, is the only eternal force in existence.

DC 20: Shadowcasters grow inextricably linked to the Plane of Shadow as they continue their studies. They no longer have even the most basic biological needs, and their powers become so great that they can cast many of their spells as innate abilities.

A DC 20 Gather Information or Knowledge (religion) check in a very high-magic community, or one in which a god of darkness or night is worshiped, will reveal the existence of shadowcasters.

A bardic knowledge check can reveal the same information as these skill checks, but in each case the DC is 5 higher than the given value.

A CREEPING DARKNESS: MULTICLASS SHADOWCASTERS

Darkness spreads, and night overcomes the day. Experienced spellcasters who turn their efforts toward shadow might find their connection to primal darkness growing swiftly, at the expense of their previous abilities.

When a multiclass sorcerer or wizard gains a new shadowcaster level, she can choose to sacrifice a preexisting level of sorcerer or wizard, in exchange for an additional shadowcaster level. For instance, a 3rd-level wizard/4th-level shadowcaster who attains a new shadowcaster level becomes either a 3rd-level wizard/5th-level shadowcaster, or a 2nd-level wizard/6th-level shadowcaster. A character can exchange only one such level at a time.

When "swapping" levels, make the following changes:

- Add 1 hit point, to represent the average difference between the sorcerer/wizard's d4 Hit Die and the shadowcaster's d6.
- When exchanging sorcerer levels, you must also remove an appropriate number of spells from the sorcerer's list of spells known. A wizard who exchanges a level does not lose spells from his spellbook, though some spells might no longer be available.
- Leave skills gained at that level as they are; these classes have the same number of skill points, and many skills in common.
- When replacing any wizard level at which you gained a bonus feat, you lose that feat.
- When replacing any level at which you gained one of the following feats as a normal feat (not a class-related bonus feat), swap it out as follows: Trade metamagic feats for similar metashadow feats, Spell Focus for Path Focus, and Greater Spell Focus for Greater Path Focus.
- You can't lose a feat or class ability that would make you ineligible for any other feat or prestige class you already have, even if this means you can no longer take advantage of the creeping darkness feature.

This notion of creeping darkness does more than add an alien element to shadow magic. DMs who introduce shadow magic into an ongoing campaign can use this as a way of allowing players to embrace the new material without having to abandon their existing characters.

SHADOWCASTERS IN THE GAME

In an ongoing game, shadowcasters might be restricted to specific organizations, particularly those with which the PCs have not dealt. Maybe only a particular college or church possesses these secrets. Given the planar source of their power, perhaps they did not even exist in the world until recently, traveling there from elsewhere by means of the Plane of Shadow.

If you have a player with a shadowcaster PC, allow the PC to excel on occasion. The magic of the shadowcaster is more subtle and more alien than those of other classes. If the campaign consists primarily of large-scale battles, a shadowcaster might (at least at low levels) feel inferior to a sorcerer or wizard. Although she is not ineffective in such circumstances, she truly shines in battle against single, more potent foes. She is also very comfortable in circumstances requiring espionage or deceit, or when normal strategies have failed and creative solutions and abilities are called for.

ADAPTATION

While the shadowcaster's magic comes from, and focuses on, the Plane of Shadow, other options exist. In a cosmology where no such plane exists, shadowcasters might draw their powers from a deity of night, functioning as divine rather than arcane casters. Alternatively, they might draw their power from night itself, becoming more potent after sunset but less so during the day. Perhaps the "shadowcaster" does not manipulate shadow at all, instead using smoke or mist to accomplish similar effects.

SAMPLE ENCOUNTER

Encounters with shadowcasters should play up the alien and mysterious nature of their abilities. This is not limited to their mysteries—although those are certainly the most obvious features on which to focus—but also the means by which they cast those mysteries, the odd knowledge and philosophies that make up their arts, and the odd interactions between mysteries and normal spells.

EL 12: Irrin Coradran is the daughter of Eddas Coradran, a Lord of the First House of the Parliament of Shadows. While her father generally engages in political, administrative, and research activities, Irrin is one of the most potent field agents of the Tenebrous Cabal, and holds rank as a Lady of the Second House. She might be investigating new members, researching threats to the Cabal, or seeking out other casters to trade, purchase, or (if all else fails) take whatever lore they might have.

IRRIN CORADRAN CR 13

Female human shadowcaster 13
LN Medium humanoid
Init +3; **Senses** see in darkness 60 ft.; Listen +0, Spot +16
Languages Common, Elven, Infernal, Undercommon

AC 19, touch 13, flat-footed 16
hp 58 (13 HD)
Fort +12, **Ref** +10, **Will** +11

Speed 30 ft. (6 squares)
Melee sickle +5/+0 (1d6–1)
Ranged light crossbow +9 (1d8/19–20)
Base Atk +6; **Grp** +5
Special Actions Shadow Cast, Empower Mystery, Enlarge Mystery, Maximize Mystery, Quicken Mystery
Combat Gear 2 *potions of cure moderate wounds, potion of invisibility, orb of shadow* (apprentice 3rd)
Mysteries Known (CL 13th):
Master paths
  7th—*prison of night* (spell, 1/day, armor causes 10% spell failure, DC 19)
Initiate paths
  6th—shadow storm (supernatural, 2/day, DC 20, CL 14th)
  5th—*dark air or water* (spell-like, 2/day, DC 19, CL 14th), *pass into shadow* (spell-like, 2/day, DC 18)
  4th—*aura of shade* (spell-like, 2/day), shadow evocation (supernatural, 2/day, DC 17), *step into shadow* (spell-like, 2/day)
Apprentice paths
  3rd—sharp shadows (supernatural, 3/day)
  2nd—congress of shadows (supernatural, 3/day), sight eclipsed (supernatural, 3/day)
  1st—bend perspective (supernatural, 3/day), steel shadows (supernatural, 3/day), voice of shadow (supernatural, 3/day)
Fundamentals
  0—arrow of dusk (supernatural, 3/day, +9 ranged touch), caul of shadow (supernatural, 3/day), mystic reflections (supernatural, 3/day), sight obscured (supernatural, 3/day), umbral hand (supernatural, 3/day), widened eyes (supernatural, 3/day)

Abilities Str 8, Dex 16, Con 13, Int 17, Wis 10, Cha 16
SQ sustaining shadow (immune to hunger, sleep 1 hour/day)
Feats Armor Proficiency (light), Favored Mystery (shadow evocation), Favored Mystery (shadow storm), Path Focus (Elemental Shadows), Shadow Cast, Empower Mystery, Enlarge Mystery, Maximize Mystery, Quicken Mystery
Skills Bluff +7, Concentration +11, Hide +18, Intimidate +11, Knowledge (arcana) +13, Knowledge (the planes) +13, Move Silently +17, Spellcraft +15, Spot +16, Survival +0 (+2 on other planes)
Possessions combat gear plus sickle, crossbow with 20 bolts, *+2 mithral shirt, cloak of resistance +3, amulet of health +2, gloves of Dexterity +2, boots of elvenkind, elixir of vision*

SHADOW MAGIC PRESTIGE CLASSES

Shadows can take any shape and shadow magic is no less protean. For those who wish to manipulate darkness without abandoning their previous abilities, or for shadowcasters with unusually esoteric interests, the following prestige classes are available.

SHADOWCASTERS AND PRESTIGE CLASSES

Shadowcasters are a breed apart and do not always qualify for prestige classes that are available to more common magic users.

Levels in shadowcaster qualify a character for prestige classes with the following entry requirements.

- A caster level requirement, if no type (arcane or divine) is specified.
- Ability to cast spells of X level, if no type (arcane or divine) is specified.
- Ability to cast mysteries of X level, or a specific mystery.

Levels in shadowcaster do not qualify a character for prestige classes with the following entry requirements:

- A caster level requirement where the type (arcane or divine) is specified. *Exception:* Shadowcasters can qualify for the mystic theurge prestige class (*DMG* 192). In order to do so, they are allowed to substitute the ability to cast 2nd-level mysteries for the ability to cast 2nd-level spells. They must meet all other requirements for the prestige class normally. In addition, if a shadowcaster takes cleric levels to meet the divine spellcasting requirement, he must be devoted to a god that grants access to one of the following domains: Knowledge, Magic, Darkness*, or Illusion*.
  *Domain described in *Spell Compendium*.
- Ability to cast spells of X level where the type (arcane or divine) is specified.
- Ability to cast a specific spell, even if a mystery exists with a similar effect.

The same holds true in reverse. Other spellcasters do not qualify for prestige classes that require the ability to cast mysteries of a given level, or a specific mystery, even if a spell exists with a similar effect.

When advancing in a prestige class that states "+1 level of existing spellcasting class" or "+1 level of existing casting class," a mystery user adds those levels to his mystery-casting class for purposes of gaining new mysteries or fundamentals. On the other hand, a mystery user does not benefit from prestige classes that only add levels to specific types of spellcasters. A prestige class that grants "+1 level of existing arcane spellcasting class" or "+1 level of existing divine spellcasting class" does not increase the character's mysteries (again, excepting the mystic theurge under proper conditions).

PRESTIGE CLASS CASTING ADVANCEMENTS

When a shadowcaster gains new casting class levels from advancement within a prestige class, this includes the knowledge of new fundamentals, and the transformation of lower-level path mysteries into spell-like or supernatural abilities. It does not include gaining bonus feats for learning new paths or any other shadowcaster class features.

CHILD OF NIGHT

> *"Watch and read until the coming of final night—it will not avail you. To comprehend the magnificent and empty beauty of darkness, it is not enough to study shadow; you must become shadow."*
>
> —Lara Bethendé, former Lady of the Second House,
> Parliament of Shadows, now renegade

They prefer to call themselves "black transmogrifists," but most know them as children of night. They are more than spellcasters, more than scholars, and—they claim—more than mortal. For those who have the will and the depth of knowledge to join their ranks, ascension beyond the earthly form awaits, for the children of night become the stuff of shadow itself.

BECOMING A CHILD OF NIGHT

Children of night must be tied to the Plane of Shadow through their ability to perform magic involving darkness. The path of the shadowcaster is the most direct route, although some wizards, sorcerers, and clerics can progress into this class. Few bards or druids embark on this journey of self-transformation.

ENTRY REQUIREMENTS

Skills: Knowledge (arcana) 8 ranks, Knowledge (the planes) 8 ranks
Shadowcasting/Spellcasting: Ability to cast mysteries *or* ability to cast spells with the darkness descriptor or from the shadow subschool
Special: Must have visited the Plane of Shadow

CLASS FEATURES

As you advance as a child of night, your physiology changes, becoming more shadow and less mortal flesh.

Mysteries/Spellcasting: At each level beyond 1st, you gain new mysteries or spells per day and an increase in caster level (and mysteries or spells known, if applicable) as if you had also attained a level in a casting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained, such as bonus feats for mystery paths known, or improved familiar for wizard or sorcerer. If you had more than one casting class before becoming a child of night, you must decide to which class to add each level for the purpose of determining mysteries or spells per day, caster level, and mysteries or spells known.

Cloak of Shadows (Su): Your flesh takes on a hazy, almost translucent hue, granting a bonus equal to your child of night level on Hide checks. At 4th level, once per day as a swift action, you can make your outline shadowy and indistinct, as the *blur* spell, for a number of minutes equal to your class level. When you reach 6th level, you can use the blur effect three times per day. At 8th level, your form permanently becomes hazy and you continually have a blur effect. At 10th level, two times per day as a swift action, you can make your true location more difficult to discern, as if you were affected by the *displacement* spell, for 10 rounds.

Cold Resistance (Su): At 1st level, the shadow in your essence provides cold resistance 5. This resistance increases to 10 at 5th level and 15 at 9th level.

Sustaining Shadow (Ex): Starting at 2nd level, you lose various biological needs, as you draw power from the Plane of Shadow. This functions as the shadowcaster ability described on page 113, except new abilities are gained at 4th, 6th, and 8th level. If you have the sustaining shadow ability from a different class (shadowcaster, for example), you automatically gain the next sustaining shadow ability.

Dancing Shadows (Su): At 3rd level, you can use the dancing shadows mystery as a supernatural ability once per day with a caster level equal to your class level plus your levels in any other mystery-casting class. At 7th level and above, you can use dancing shadows twice per day.

Night Form (Ex): For 1 minute per day, you can become incorporeal, and gain all the benefits of the incorporeal subtype. You also gain a fly speed of 40 feet with perfect maneuverability.

PLAYING A CHILD OF NIGHT

You are ascending to something greater than mortality. You don't necessarily think of mortals as worthless—children of night aren't required to be evil—but neither do you think of yourself as one of them. You remember your companions, and might remain loyal to them, but your capacity for affection and similar emotions atrophies. You seem cold or brusque. Your primary motivation is to bond further with shadow, and you might abandon previously set goals if they conflict with that objective.

Your class is common in several of the organizations described later in this section (see pages 167–174). The Nightshade Covenant welcomes you openly, seeing in your efforts the desire and ambition to become one with the Plane of Shadow itself.

To the Votaries of Vecna, you represent the ultimate melding of form and shadow, walkers on a path that leads to something beyond mortal and undead alike. They revere you if you have joined them, and seek to obliterate you if you do not, considering you traitors.

Your relations with the Tenebrous Cabal are less predictable. Although one might expect that the Cabal would welcome children of night, seeing in them the ultimate in shadow magic, the truth is that the Cabal isn't certain what to make of you. You must allow your study of shadow magic to lapse, or at least slow, during your transformation. This suggests that your priorities are not in synch with those of the Cabal. Further, because you represent an interaction with shadow that the Cabal neither fully understands nor controls, it views you with some distrust. The Cabal welcomes you into its ranks, but you are rarely permitted to hold true power, and no children of night have risen beyond the Third House of the Parliament.

COMBAT

At low levels, you are much like other mystery users and spellcasters. Consider remaining back from the front lines, harassing foes and supporting allies with your magic. You might take a more active role against cold-based foes, due to your burgeoning resistance.

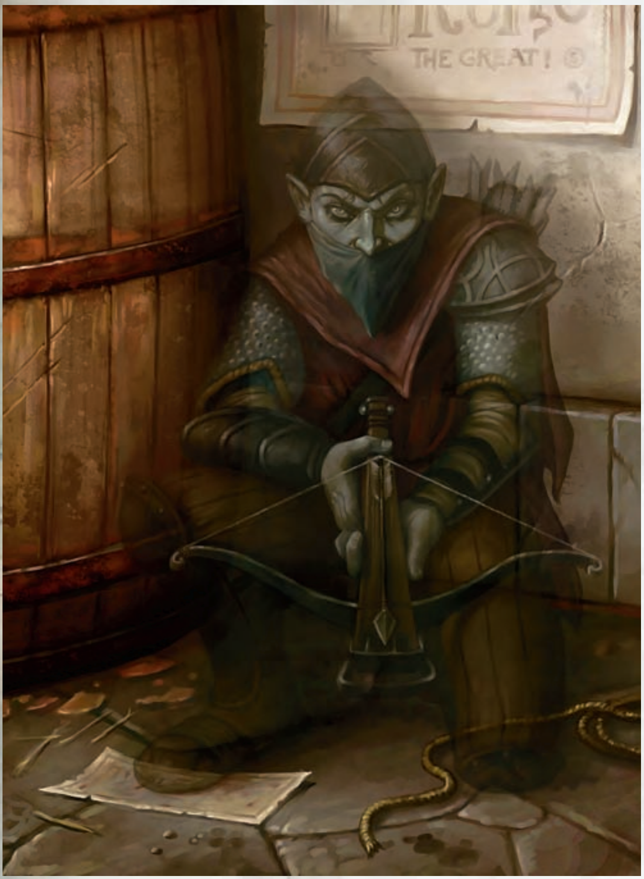
As you advance to 4th level and beyond, your tactics must evolve with your form. The concealment you enjoy from your cloak of shadows ability means you can afford to risk closing on your enemy, enabling you to more effectively deliver touch and short-range attacks. Your Hide bonus enables you to lay ambushes, or support the rogue when she moves ahead of the party.

At high levels, you hardly need worry about physical attacks at all (although powerful spellcasters and mystic creatures can still threaten you). When you gain the ability

Table 2–3: The Child of Night **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Mysteries/Spellcasting
1st	+0	+0	+0	+2	Cloak of shadows, cold resistance 5	—
2nd	+1	+0	+0	+3	Sustaining shadow (eat 1 meal/week)	+1 level of existing casting class
3rd	+1	+1	+1	+3	Dancing shadows 1/day	+1 level of existing casting class
4th	+2	+1	+1	+4	Cloak of shadows (blur 1/day), sustaining shadow (sleep 1 hour/day)	+1 level of existing casting class
5th	+2	+1	+1	+4	Cold resistance 10	+1 level of existing casting class
6th	+3	+2	+2	+5	Cloak of shadows (blur 3/day), sustaining shadow (immune to poison/disease)	+1 level of existing casting class
7th	+3	+2	+2	+5	Dancing shadows 2/day	+1 level of existing casting class
8th	+4	+2	+2	+6	Cloak of shadows (blur continuous), sustaining shadow (no need to breathe, eat, or sleep)	+1 level of existing casting class
9th	+4	+3	+3	+6	Cold resistance 15	+1 level of existing casting class
10th	+5	+3	+3	+7	Cloak of shadows (displacement 2/day), night form	+1 level of existing casting class

Class Skills (2 + Int modifier per level): Concentration, Craft, Hide, Intimidate, Knowledge (arcana), Knowledge (the planes), Move Silently, Profession, Sense Motive, Spellcraft, Spot.



Sandurel Krie, a halfling child of night

to become incorporeal, you can fly and pass through solid objects. This benefit grants you superior maneuverability on the battlefield, enabling you to attack almost any foe, or bolster your companions in almost any situation. You are an excellent scout, and you can provide hidden backup for your allies.

ADVANCEMENT

On rare occasions, someone with a strong affinity for shadow feels a call to darkness far beyond that experienced by other individuals. You might be one of these; you feel somehow incomplete, hollow. You discover in your studies the first hints of the children, and seek out their secrets, either through in-depth research or actively finding one and petitioning his aid. Only in this fashion can you learn the ancient rites that instigate the earliest stages of transformation.

As you progress, you continue your transformation. With time and practice, your body adapts and becomes more shadowy. You continue your practice of magic and can become quite a potent caster.

You should keep your Intelligence and Charisma high. This not only makes most effective use of the magic you do have, but Charisma determines your eventual deflection bonus to AC. Keep your Spellcraft modifier up as well, since you are in a unique position—especially once you attain incorporeality—to interfere with other casters' abilities.

RESOURCES

The most obvious resource you might gain from other children of night is access to the prestige class in the first place. Texts and tomes of shadow magic are not easily available, so you must deal with one of the various shadow-magic organizations to begin your search.

Given the alien nature of shadow magic, and the fact that you are deliberately attempting to transform yourself into a creature of darkness, few people trust you. In the long-term, the companionship and allies offered by the Votaries of Vecna, the Tenebrous Cabal, or other independent children of night could prove more valuable than any item or riches.

Finally, organizations and smaller cadres of children of night often collect ghost touch weapons and force-related magic. These resources allow them to more effectively battle corporeal creatures without manifesting, and to protect themselves from other force effects.

CHILDREN OF NIGHT IN THE WORLD

"Whatever the so-called 'children of the night' practice, it is not shadow magic. The purpose of shadow magic is to control the darkness, and I am not convinced, that between the children and the darkness, it is the children who are in control."

—Eddas Coradran, Lord of the First House,
Parliament of Shadows

Nothing conveys the alien feel of shadow magic as strongly as the child of night. Most players should be disturbed by individuals who are so enraptured with darkness that they willingly make themselves a part of it. Some might find portraying a character with such alien thoughts to be a roleplaying challenge.

DAILY LIFE

It's difficult to define "daily life" for children of night. Between their scarcity and their ability to go without fundamental biological needs, members of the class have few activities in common. Most children of night spend their time traveling. They rarely put down roots, for few communities accept them, and they have little need for shelter at higher levels. Most seek only to improve their knowledge and experience, so that they might take the next step in their transformations. Upon reaching 10th level, some children of night find themselves so uncomfortable in the physical world that they seek to make new homes on the Plane of Shadow. The remainder usually fall in with one of the shadow magic organizations, even if they didn't start as members, simply for a sense of community.

Children of night seldom acquire leadership positions. The Tenebrous Cabal rarely allows them authority, and few communities trust children of night even to reside in them, let alone hold office. Only in the Nightshade Covenant, the Votaries of Vecna, and similar societies is it generally possible for a child of night to rise above the rank-and-file.

NOTABLES

Rumor and myth among mystery users name two children of night more often than any other. Eldanel Glantrien is an

Illus. by H. Lyon

ancient (former) elf who appears to protect shadow magicians from those who would condemn them as evil because of their mystical abilities. Lara Bethendé was the youngest shadowcaster ever to attain rank in the Second House of the Parliament of Shadows. When her fellow members discovered she was secretly studying to become a child of night, she slew several of them, stole valuable tomes, and disappeared. To this day, she harries operatives of the Cabal. The Parliament has determined that she had some grudge or agenda against it even before she joined its ranks, although its members have yet to determine what it might have been.

ORGANIZATION

The Tenebrous Cabal officially treats children of night like other members. Unofficially, they are closely watched, rarely trusted, and hold little power.

The Votaries and the Covenant are far more welcoming, seeing in the children of night the beginnings of holiness. While few children hold high leadership positions, this is due to their weakened casting abilities compared to shadowcasters of the same level, rather than any deliberate prejudice. Many become powerful operatives of the Votaries, however, and rumor maintains that a secret cadre of child of night assassins serves at the whim of that organization's leaders.

NPC REACTIONS

Most people react to children of night with hostility, or at least an unfriendly attitude. Common folk are terrified of them, seeing them as dark magicians or inhuman entities. Adventurers usually assume that, as beings who voluntarily tie themselves to darkness, they must be evil. The average person likely flees at the first sign of a child of night, while braver folk seek to drive him away or destroy him. Most shadowcasters are not inherently hostile, but still tend toward indifference. Only other children of night, and members of certain shadow organizations, adopt friendly attitudes. They recognize in one another a kindred spirit, though that doesn't guarantee friendship or cooperation.

Nearly everyone is an enemy of the children, from paladins and priests of gods of light, to spellcasters and even some shadowcasters. The suspicion and loneliness that marks the life of a child of night prevents all but the most dedicated from pursuing this course, and often renders those who do so bitter and hostile.

CHILD OF NIGHT LORE

Characters with ranks in Knowledge (arcana) or Knowledge (the planes) can research children of night to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: The children of night seek to become one with the Plane of Shadow.

DC 15: The children physically transform themselves, eventually becoming incorporeal beings of shadow. They retain a measure of casting abilities as well.

DC 20: Even other practitioners of shadow magic distrust the children of night.

CHILDREN OF NIGHT IN THE GAME

Children of night are rare, and they tend to be loners. As such, it's easy to introduce them to an ongoing campaign simply by asserting that the PCs have neither heard of nor encountered them.

The child of night class is appropriate for players who enjoy experimenting with the bizarre—with characters who don't think like normal people. Don't minimize the alien nature of the class, or have NPCs react in a blasé manner during encounters; that ignores the uniqueness of the prestige class. A child of night has less power than a straight caster of her level, so the DM should make every effort to develop encounters that take advantage of her maneuverability and immunities.

ADAPTATION

The child of night remains viable in campaigns that lack shadow magic. The class might still represent a melding with the Plane of Shadow, but one that comes from transmutation or necromantic magic. Alternatively, the child of night might be an illusion-based prestige class, in which illusionists actually transform themselves into living images. Finally, the children of night might be an unusual form of undead, one with a slow and voluntary transformative process.

SAMPLE ENCOUNTER

Encounters with children of night should take full advantage of their alien and spectral nature. They are ideal for a quickly evolving ambush, or a slow build-up of harassment and attrition by a foe the PCs cannot easily detect or repulse. Alternatively, a child of night might have to go to great lengths to convince the PCs that they should ally against a greater threat.

EL 8: Sandurel Krie seeks to improve the reputation of the children of night and make them acceptable in normal society, or at least among arcane casters. His zealousness to prove his heroism often causes him to interfere where he's not wanted, or to mistake powerful characters for forces of evil.

SANDUREL KRIE **CR 8**

Male halfling shadowcaster 5/child of night 3
N Small humanoid
Init +2; **Senses** darkvision 30 ft.; Listen +3, Spot +1
Languages Common, Elven, Gnome, Halfling

AC 13, touch 13, flat-footed 11
hp 36 (8 HD)
Fort +7, **Ref** +5, **Will** +7 (+2 against fear)
Resist cold 5

Speed 20 ft. (4 squares)
Melee heavy mace +3 (1d6–1)
Ranged *+1 light crossbow* +7 (1d6+1/19–20)
Base Atk +3; **Grp** –2
Special Actions cloak of shadows (CL 8th), dancing shadows 1/day (CL 8th), Empower Mystery, Extend Mystery, Shadow Cast
Combat Gear 2 *potions of cure moderate wounds, potion of protection from evil, wand of steel shadows*
Mysteries Known (CL 7th):

Initiate paths
  4th—*shadow evocation* (spell, 1/day, DC 17)
Apprentice paths
  3rd—*clinging darkness* (spell-like, 2/day, DC 16), *killing shadows* (spell-like, 2/day, DC 16)
  2nd—*black fire* (spell-like, 2/day, DC 15), *piercing sight* (spell-like, 2/day)
  1st—*bend perspective* (spell-like, 2/day), *carpet of shadow* (spell-like, 2/day)
Fundamentals
  0—arrow of dusk (supernatural, 3/day, +6 ranged touch), caul of shadow (supernatural, 3/day), sight obscured (supernatural, 3/day), umbral hand (supernatural, 3/day)

Abilities Str 9, Dex 15, Con 12, Int 14, Wis 8, Cha 17
SQ sustaining shadow (eat 1 meal/week, sleep 1 hour/day)
Feats Alertness, Empower Mystery, Extend Mystery, Shadow Cast
Skills Climb +1, Concentration +8, Diplomacy +5, Hide +15, Jump –5, Knowledge (arcana) +10, Knowledge (the planes) +10, Listen +3, Move Silently +13, Sense Motive +5, Spot +1, Survival –1 (+1 on other planes)
Possessions combat gear plus heavy mace, dagger, *+1 light crossbow* with 20 bolts, *cloak of Charisma +2, ring of feather falling*

MASTER OF SHADOW

"What need have I of living servants when the shadows themselves rise up at my command?"

—Thanielle Tiergun, Duchess of Ohr

Some driven or domineering souls seek nothing less than mastery of darkness itself—the ability to turn the very shadows into their agents and allies. These are the masters of shadow, commanders of soldiers as dark and insubstantial as night itself. For those with the force of will to enter their ranks, the very shadows serve at their beck and call.

BECOMING A MASTER OF SHADOW

Shadowcasters are the most common masters of shadow, since they can most easily enter the class. Sorcerers, wizards, clerics, and even the occasional druid can multiclass just enough to gain access, however. Few martial types do so, because the class demands specialties far removed from combat skills.

ENTRY REQUIREMENTS

Skills: Knowledge (arcana) 5 ranks, Knowledge (the planes) 8 ranks
Feat: Shadow Familiar*
Mysteries/Spellcasting: Caster level 5th
*New feat described on page 138

CLASS FEATURES

As you progress as a master of shadow, you gain command of an increasingly powerful dark servant.

Shadow Servant (Su): At 1st level, your shadow familiar permanently transforms into a Medium shadow elemental. It loses all familiar traits, but gains new abilities as your shadow servant (see the Shadow Servant sidebar).

Should your shadow servant die, you can summon a replacement after 24 hours pass. Your shadow servant cannot travel farther from you than 30 feet + 10 feet for each of your master of shadow levels (40 feet at 1st level and a maximum of 130 feet at 10th level). If it is forcibly separated from you by more than this distance, the servant dissipates instantly, and you must wait 24 hours to summon a new one.

Master's Bidding (Su): At 1st level, as a standard action, you can focus your affinity with shadow to enhance your shadow servant, granting it one special ability for 1 round. The special abilities available to your shadow servant are described in the Shadow Servant sidebar, and depend on your class level. For example, at 4th level you could give your servant any of the following special abilities: interact with corporeal, fast healing 1, extra attack, or cold damage +1d8.

At 5th level, you can grant your shadow servant a special ability for 1 round by taking only a move action rather than a standard action. You can choose to use two move actions in the same turn to grant it two abilities. Additional move actions granted by spells, class features, or the like can also be used to further enhance your shadow servant.

At 10th level, you can grant your shadow servant a special ability for 1 round by taking only a swift action rather than a move action. You can still use move actions to give it addi-

TABLE 2–4: THE MASTER OF SHADOW **HIT DIE: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Mysteries/Spellcasting
1st	+0	+2	+0	+2	Shadow servant, master's bidding (standard action)	—
2nd	+1	+3	+0	+3	Resistance to cold 5	+1 level of existing casting class
3rd	+1	+3	+1	+3	—	+1 level of existing casting class
4th	+2	+4	+1	+4	Resistance to cold 10	+1 level of existing casting class
5th	+2	+4	+1	+4	Master's bidding (move action)	+1 level of existing casting class
6th	+3	+5	+2	+5	Resistance to cold 20	+1 level of existing casting class
7th	+3	+5	+2	+5	—	+1 level of existing casting class
8th	+4	+6	+2	+6	—	+1 level of existing casting class
9th	+4	+6	+3	+6	—	+1 level of existing casting class
10th	+5	+7	+3	+7	Immunity to cold, master's bidding (swift action), rapid shadow	+1 level of existing casting class

Class Skills (2 + Int modifier per level): Concentration, Craft, Intimidate, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Profession, Sense Motive, Spellcraft, Spot.

tional abilities. Thus, a 10th-level master of shadow who does nothing else in a round can choose to give his shadow servant three special abilities (using one swift action and two move actions).

Resistance to Cold (Su): At 2nd level, the shadow in your essence provides resistance to cold 5. This resistance increases to 10 at 4th level and 20 at 6th level. At 10th level, you have immunity to cold damage.

Mysteries/Spellcasting: At 2nd level and every level thereafter, you gain new mysteries or spells per day and an increase in caster level (and mysteries or spells known, if applicable) as if you had also gained a level in a casting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefits a character of that class would have gained. If you had more than one casting class before becoming a master of shadow, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells or mysteries known.

Rapid Shadow (Su): After you reach 10th level, if your shadow servant dies you can summon a replacement 10 minutes later.

PLAYING A MASTER OF SHADOW

Most NPC masters of shadow become domineering individuals who care little for their former allies as they come to rely more and more on their dark servant. As a master of shadow player character (assuming you do not wish to alienate your companions), you should be careful not to carry this trait to the extreme. You do become greatly confident—possibly

SHADOW SERVANT

A master of shadow's servant is an unquestionably loyal, devoted companion. As the master increases in power, the shadow servant also becomes tougher, gaining Hit Dice and special abilities. A master of shadow can focus his power and will upon a servant and make it do his bidding.

Level	Bonus HD	Dex Adj.	Special	Master's Bidding
1st	+0	—	—	Interact with corporeal, fast healing 1
2nd	+1	—	Resistance to cold 5	Extra attack
3rd	+2	—	Size becomes Large	—
4th	+3	—	Resistance to cold 10	Cold damage +1d8
5th	+4	+2	Deliver touch spells	—
6th	+5	—	Resistance to cold 20	—
7th	+6	+4	—	Reach +5 ft.
8th	+7	—	—	DR 5/–
9th	+8	+6	—	Speed +20 ft.
10th	+9	—	Immunity to cold	—

Shadow Servant Basics: Use the base statistics for a Medium shadow elemental as given on page 165, but make the following changes.

Level: The character's master of shadow level.

Bonus HD: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the shadow servant's base attack and base save bonuses as appropriate for an elemental. A shadow servant's base attack bonus is the same as that of a cleric or druid of a level equal to the elemental's HD. A shadow servant has good Reflex saves (treat it as a character whose level equals the elemental's HD). A shadow servant gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice (*MM* 290–291).

Dex Adj.: Add this value to the shadow servant's Dexterity score.

Resistance to Cold (Ex): A shadow servant of a 2nd-level master of shadow gains resistance to cold 10. When the master reaches 6th level, the resistance increases to 20.

Size Increase (Ex): A 3rd-level master of shadow's servant grows to Large size. It never increases beyond Large, regardless of its Hit Dice.

Deliver Touch Spells (Su): If its master is 5th level or higher, a shadow servant can deliver touch mysteries or spells for him. If the master and the servant are in contact at the time the master casts a touch mystery or spell, he can designate his servant as the "toucher." The servant can then deliver the touch mystery or spell just as the master could. As usual, if the master casts another mystery or spell before the touch is delivered, the designated mystery or spell dissipates.

Immunity to Cold (Ex): The servant of a 10th-level master of shadow has immunity to cold.

MASTER'S BIDDING

A master of shadow can shape the essence of his shadow servant, granting it special abilities and qualities. In this way, the master customizes his servant to his needs of the moment.

At first, enhancing a servant in this manner is a standard action, but higher-level masters eventually reduce the effort to a move action and finally a swift action. Even when a master of shadow has the ability to bid his servant to gain multiple abilities, any single ability can only be gained once.

Interact with Corporeal (Su): When you grant your shadow servant this bidding, it can perform simple tasks at your command, in a manner identical to the *unseen servant* spell, except that it retains its own hit points.

Fast Healing (Su): A shadow servant can be bid to regain hit points at a rate of 1 hit point per round.

Extra Attack (Su): When making a full attack action, a shadow servant can be bid to make one extra attack. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation.

Cold Damage (Su): A master of shadow can bid its servant to deal an additional 1d8 points of cold damage on a successful hit (stacked with the cold damage that shadow elementals normally deal).

Reach (Su): A shadow servant bid to extend its shadowy arms in this manner increases its reach by 5 feet.

Damage Reduction (Su): Bidding your shadow servant to ignore damage grants it DR 5/–.

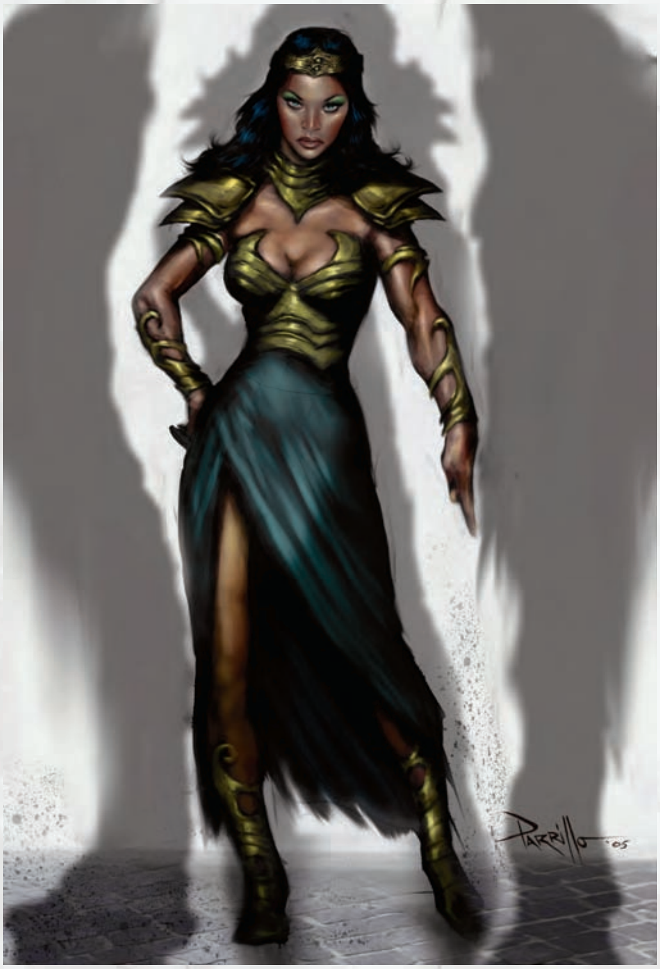
Speed (Su): A master of shadow can bid its servant to be quick, increasing the servant's speed by 20 feet.

even overconfident—in your ability to handle any challenge or escape any peril, because you have a being of shadow at your disposal.

You are welcome in the Tenebrous Cabal so long as you do not succumb to arrogance or seek to control your fellow members as you do your servants. Surprisingly, masters of shadow rarely become members of the Votaries of Vecna or the Nightshade Covenant. While members of the Votaries are certainly convinced of their right to rule others, they do not like the idea of sacrificing their own mystical might in order to empower their servants. Members of the Covenant, on the other hand, dislike the notion of mortal beings controlling creatures of shadow.

COMBAT

Your shadow servant is your greatest weapon. You can direct it against foes without putting yourself in danger, or have it flank an opponent. As you gain greater power, your servant increases in puissance. Your ability to use it to deliver touch mysteries or spells makes it even more potent at higher levels than it would otherwise be.



Thanielle Tiergun, a human master of shadow

ADVANCEMENT

You tend to discover your own proclivities for manipulating creatures of darkness, rather than learning from others. This frequently occurs as you research means of empowering your companion, or of summoning creatures of shadow. No specific training or rites exist to become a master of shadow. You must simply possess the proper mindset and the appropriate knowledge.

Continued advancement is emotionally rewarding for those with ambition, because it offers an ever more powerful servant and increased casting abilities. You'll want to decide which mysteries or spells to learn in order to make best use of your servant. For instance, touch attacks are of far greater value to you than others, since you have a powerful agent to deliver them. You might not want to bother with other summoning magic; your servant likely represents more than enough assistance.

RESOURCES

You tend to view other masters with hostility, seeing them as rivals, although this attitude is not universal. You'll have to gather resources on your own or with the aid of trusted companions. Try to acquire magic that enhances your touch attacks—you're unlikely to need many other forms of offensive magic—and otherwise focus primarily on defensive and statistic-boosting spells or mysteries.

MASTERS OF SHADOW IN THE WORLD

"Keeping company with a master of shadow is rather akin to owning a trained snake. It might never turn on you—it probably won't turn on you—but you never want to take your eyes off it."

—Irrin Coradran, Lady of the Second House, Parliament of Shadows

The master of shadow is the perfect prestige class for players who enjoy summoners and similar characters. It allows for the same advantages and abilities, without losing the strange traits of shadow magic itself.

DAILY LIFE

Most masters of shadow prefer a life of luxury. They aren't necessarily debauched, but they swiftly grow accustomed to having things done for them. Most live in finery-filled manses or keeps if they can afford to do so. These complexes tend to be somewhat distant from nearby people, due to the master's poor reception in most communities. When given the option, masters of shadow prefer to dwell near enough other communities to purchase what they need, but far enough for privacy.

When they manage to obtain political power, most masters of shadow tend to be demanding rulers. Already predisposed toward taking servants for granted, they are convinced of their right to rule. Although not necessarily cruel, they simply fail to consider the needs of their subjects (a shadow elemental needs little in the way of care).

NOTABLES

The greatest known master of shadow is Lady Thanielle Tiergun, the Duchess of Ohr. She and her disciples—all lower-level masters of shadow—rule a small, independent

Illus. by L. Parrillo

province with an iron fist, using their shadow servants as spies and enforcers. Sanja Urudin hires herself out as a bodyguard for rich and noble clients, protecting them from a distance with sentinels of darkness. Finally, Phallon Rheese, an abnormally flamboyant master of shadow, is well on his way to becoming a one-man adventuring party.

ORGANIZATION

The Tenebrous Cabal and other organizations treat masters of shadow like any other members—their activities on behalf of the organization and their mastery of shadow magic determine their place in the scheme of things. This circumstance often prevents masters of shadow from obtaining leadership roles, because their study of shadow magic slows down as they master their servants. Thus, a small but growing number of masters feel the Cabal is mistreating them.

Masters of shadow are often bitter rivals of children of night. The masters feel that the children practice an unholy or even perverse form of magic, seeking to become what they should instead rule. The children in turn believe that the masters seek to control them, along with all other beings of shadow.

NPC REACTIONS

NPC reactions to masters of shadow depend on the community. In most cases, people are unfriendly or hostile when they see someone commanding beings of darkness. In a few instances, however, certain individuals—particularly in high-magic communities—instead treat masters of shadow in a friendly or helpful manner, seeing in them an ability to keep evil away from others. Most shadowcasters are indifferent to masters of shadow, respecting their abilities but somewhat distrustful of their motives. Children of night are usually unfriendly at best.

MASTER OF SHADOW LORE

Characters with the bardic knowledge ability or with ranks in Knowledge (arcana) or Knowledge (the planes) can research masters of shadow to learn more about them. When a character makes a check, read or paraphrase the following, including the information from lower DCs.

DC 10: Masters of shadow command a servant made of darkness itself.

DC 15: The masters are potent magic users, and they gain the ability to channel some of their magics through their shadow servants. The more powerful the master, the more powerful his servant.

DC 20: Most masters of shadow require some time to replace a servant that is lost, though they do not suffer as does a wizard losing her familiar.

MASTERS OF SHADOW IN THE GAME

Masters of shadow are manipulators, preferring to remain behind the scenes. It's entirely possible that the PCs have heard of or even encountered individuals who are masters of shadow, but who hid that fact from them. Alternatively, the prestige class might be new in your campaign, the result of a shadowcaster attempting to empower a shadow companion.

Anyone who enjoys commanding another combatant in a fight, or using a servant to scout, should enjoy the master of shadow class. While it's reasonable to assume that some individuals have taken precautions against these abilities, and that a shadow servant might not be at its best in all fights, the class should prove worthwhile so long as you do not go out of your way to reduce its effectiveness.

ADAPTATION

The master of shadow works well with an elemental theme. Simply replace the shadow servant with an elemental of comparable CR, and the servant and master's bidding abilities with those suited to elemental creatures of the proper subtype. For instance, an earth elemental creature would gain Constitution instead of Dexterity, have good Fortitude but poor Reflex saves, and perhaps gain resistance to acid instead of cold.

SAMPLE ENCOUNTER

Encounters with masters of shadow should take full advantage of their servant. Perhaps the PCs believe they have cornered their enemy alone, only to learn that she is never without assistance.

EL 16: Thanielle Tiergun is a truly oppressive tyrant. PCs might come into conflict with her if they seek to free Ohr from her dominion, or even if they are simply passing through.

THANIELLE TIERGUN **CR 16**

Female human shadowcaster 6/master of shadow 10
NE Medium humanoid
Init +4; **Senses** darkvision 30 ft.; Listen +6, Spot +15
Languages Common, Dwarven, Elven, Infernal, Undercommon

AC 16, touch 14, flat-footed 12
hp 114 (16 HD)
Immune cold
Resist evasion
Fort +15, **Ref** +9, **Will** +14

Speed 30 ft. (6 squares)
Melee *+2 dagger* +10/+5 (1d4+2/19–20)
Base Atk +8; **Grp** +8
Special Actions master's bidding, Empower Mystery (2), Extend Mystery, Maximize Mystery (2), Quicken Mystery (2)
Combat Gear *gem of night, ring of nullification, potion of cure serious wounds, potion of neutralize poison, potion of resist energy (fire) 30, wand of thoughts of shadow*
Mysteries Known (CL 15th):
Master paths
  8th—*soul puppet* (spell, 1/day, DC 24)
  7th—*dark soul* (spell, 1/day, DC 23), *summon umbral servant* (spell, 1/day)
Initiate paths
  6th—*flood of shadow* (spell-like, 2/day), *greater shadow evocation* (spell-like, 2/day, DC 24, CL 17th)
  5th—*echo spell* (spell-like, 2/day), *feign life* (spell-like, 2/day)

4th— *shadow evocation* (spell-like, 2/day, DC 22, CL 17th), *warp spell* (spell-like, 2/day, DC 20)
Apprentice paths
3rd—flicker (supernatural, 3/day), sharp shadows (supernatural, 3/day)
2nd—congress of shadows (supernatural, 3/day), sight eclipsed (supernatural, 3/day)
1st—steel shadows (supernatural, 3/day), voice of shadow (supernatural, 3/day)
Fundamentals
0—arrow of dusk (supernatural, at will, +12 ranged touch), caul of shadow (supernatural, at will), mystic reflections (supernatural, at will), sight obscured (supernatural, at will), umbral hand (supernatural, at will), widened eyes (supernatural, at will)

Abilities Str 10, Dex 18, Con 16, Int 19, Wis 15, Cha 23
SQ rapid shadow, shadow servant, sustaining shadow (eat 1 meal/week)
Feats Empower Mystery (2), Extend Mystery, Greater Path Focus (Dark Reflections), Maximize Mystery (2), Path Focus (Dark Reflections), Quicken Mystery (2), Shadow Familiar
Skills Bluff +11, Concentration +15, Diplomacy +14, Disguise +6 (+8 acting), Hide +11, Intimidate +26, Knowledge (arcana) +16, Knowledge (local) +6, Knowledge (nobility and royalty) +6, Knowledge (the planes) +17, Knowledge (religion) +8, Listen +6, Move Silently +10, Spellcraft +18, Spot +15, Survival +2 (+4 on other planes)
Possessions combat gear plus *+2 dagger, amulet of natural armor +2, cloak of Charisma +4, gloves of Dexterity +4, ring of evasion, dust of tracelessness*

SHADOW SERVANT **CR —**
NE Large elemental (extraplanar, incorporeal)
Init +8; **Senses** blindsight 60 ft.; Listen +10, Spot +10
Languages none

AC 14, touch 14, flat-footed 10
hp 84 (13 HD)
Immune cold
Fort +6, **Ref** +14, **Will** +4

Speed fly 40 ft. (8 squares) (perfect)
Melee incorporeal touch +13/+8 (1d6 plus 1d6 cold)
Base Atk +9; **Grp** +13
Special Actions deliver touch spells, dusk and dawn

Abilities Str —, Dex 18, Con 14, Int 4, Wis 11, Cha 11
SQ incorporeal traits, shadow mastery
Feats Alertness, Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (incorporeal touch)
Skills Listen +10, Spot +10

Dusk and Dawn (Su) Three times per day, a shadow elemental can use dusk and dawn, as the mystery. It has a caster level equal to one-half its HD.
Shadow Mastery (Ex) A shadow elemental gains a +1 bonus on attack rolls and damage rolls if both it and its foe are in an area of darkness or shadowy illumination. While in an area of bright light (such as sunlight or that caused by a *daylight* spell), shadow elementals take a –4 penalty on attack rolls and damage rolls.

NOCTUMANCER

"Consider the power offered by magic, by the ability to manipulate reality. Imagine how much greater, then, the power available to he who can manipulate magic itself."

—Eveneth Stillwater, Lord of the Third House,
Parliament of Shadows

Noctumancers bridge the gap between shadow and arcane magic. Those who succeed in becoming one of these elite not only gain a boost to their mystery user and arcane caster abilities, but are able to manipulate the mysteries and spells of others as no others can.

BECOMING A NOCTUMANCER

Given the requirements of the class, multiclass shadowcaster/sorcerers and shadowcaster/wizards make up almost the entirety of noctumancers. The rare shadowcaster/bard might be found, but virtually no other combination offers the proper abilities, and given the steep requirements of the prestige class, any additional multiclassing drastically slows (or even prevents) its acquisition.

ENTRY REQUIREMENTS

Skills: Knowledge (arcana) 6 ranks, Spellcraft 6 ranks
Shadowcasting: Able to cast 2nd-level mysteries
Spellcasting: Able to cast 2nd-level arcane spells

CLASS FEATURES

As a noctumancer, you excel at controlling all magics in the area around you.

Mysteries/Spellcasting: At each level, you gain new mysteries or spells per day and an increase in caster level (and mysteries or spells known, if applicable) as if you had also gained a level in both your mystery-using class and your arcane spellcasting class. You do not, however, gain any other benefits a character of these classes would have gained. If you had more than one mystery-using or arcane spellcasting class before becoming a noctumancer, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Capture Magic's Shadow (Su): At 1st level, when you successfully dispel a mystery or spell (such as with the mysteries *shadows fade* or *unravel dweomer*, or the spells *dispel magic* or *break enchantment*), you can absorb its energy. You add one-half the level (round down, minimum 1) of the mystery or spell you dispelled to the caster level of any mystery or spell you cast in the next round. For instance, if you dispel a 4th-level spell, you add +2 to the caster level of the spell you cast in the next round. You cannot draw power from dispelling your own mysteries or spells.

Innate Counterspell (Su): Starting at 2nd level, you can attempt to counter a mystery or spell without using a readied action. Once per day, you can counter a spell as an immediate action, by expending a mystery use per day, a spell slot (if you prepare spells), or a spell use (if you are a spontaneous caster) as long as the mystery or spell expended is of the same level or higher as the mystery or spell to be countered.

At 7th level, when you successfully counter a mystery or spell using this ability, you retain some of the magical essence of the countered dweomer. You can choose to either gain one additional use of a mystery, regain an expended spell slot (if you prepare spells), or gain the use of an additional spell (if you are a spontaneous caster). The level of the mystery or spell you gain is equal to one-half the level of the mystery or spell you countered (rounded down, minimum 1).

You can use innate counterspell once per day at 2nd level, two times at 5th, and three times at 8th.

Eldritch Disruption (Su): At 6th level, you can use a standard action to disrupt the magical energies of a single target within 60 feet. That target must make a Will saving throw (DC 10 + your noctumancer level + your Cha modifier) or take a –4 penalty to its caster level for any mysteries or spells it casts for 1 minute. You can use eldritch disruption three times per day.

Eldritch Vortex (Su): At 10th level, you can emit mystic energies in a 20-foot-radius burst around yourself. Any creature other than you within that area takes a –4 penalty to caster level for any mysteries, spells, or spell-like abilities it casts or uses. The vortex lasts 1 minute and can be used once per day.

Shadow's Persistence (Su): At 10th level, you gain temporary immunity to any mystery or spell captured or countered by means of your capture magic's shadow or innate counterspell ability. For 1 minute, you cannot be affected by any casting of that mystery or spell.

PLAYING A NOCTUMANCER

You are a rising master of two forms of magic, able to shape substance, shadow, and sorcery at your whim. You are most likely studious and knowledgeable, although some noctumancers come by their abilities more instinctively. While you might never reach the same heights of magical ability as your single-classed contemporaries, your mastery of magic as a whole makes you at least their equal, if not their better.

Every major shadow-based organization has a place for noctumancers. The Tenebrous Cabal and Nightshade Covenant treat you much like standard shadowcasters, determining your position by your overall mystical aptitude. The Votaries of Vecna venerate you, for you combine shadow powers with the arts practiced by Acererak and (before his divinity) Vecna himself. Also, despite the common distrust of shadow magic in arcane organizations, some such guilds might welcome you, fascinated by your ability to manipulate others' magic.

COMBAT

At lower levels, your combat techniques do not greatly differ from those of other arcane casters. You should normally stay out of immediate physical danger, using your spells to influence the flow of battle.

As you progress, however, your options grow wider. Your ability to absorb magic even as you dispel it makes it even more worthwhile than normal to strip your foes of their mystical protections or to remove ongoing baneful effects from your allies. Your innate counterspell ability gives you a powerful defense against enemy casters, and your tactical options grow as you gain the ability to shape your spells and mysteries around your allies.

At your highest level, you might wish to focus most of your efforts in combating enemy casters or magic-using creatures, for you now have the ability to render at least some of their efforts useless. This frees your companions from having to defend against them, allowing them to go on the offensive.

Table 2–5: The Noctumancer **Hit Die: d4**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Mysteries/Spellcasting
1st	+0	+2	+0	+2	Capture magic's shadow	+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
2nd	+1	+3	+0	+3	Innate counterspell 1/day	+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
3rd	+1	+3	+1	+3		+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
4th	+2	+4	+1	+4		+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
5th	+2	+4	+1	+4	Innate counterspell 2/day	+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
6th	+3	+5	+2	+5	Eldritch disruption	+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
7th	+3	+5	+2	+5	Innate counterspell (retain power)	+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
8th	+4	+6	+2	+6	Innate counterspell 3/day	+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
9th	+4	+6	+3	+6		+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
10th	+5	+7	+3	+7	Eldritch vortex, shadow's persistence	+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class

Class Skills (2 + Int modifier per level): Concentration, Craft, Knowledge (arcana), Knowledge (the planes), Profession, Spellcraft.

ADVANCEMENT

Your arts are at least partially learned ones, even for the most spontaneous sorcerer. You are likely a member of a shadow-related organization, approached and trained by noctumancers who saw potential in your combination of abilities. Alternatively, you might have sought out instructors, having heard of noctumancy. Although such individuals are rare, you might have been a multiclass shadowcaster/arcane caster, discovered the secrets of the noctumancer in ancient tomes, and managed to train yourself.

Continued advancement requires substantial practice and study, equal to if not greater than that required of a shadowcaster or wizard. While you need not (and in fact cannot) learn the most difficult spells or mysteries, you possess techniques for combining these very different forms of magic.

Once you become a noctumancer, you face the same choices as high-level mystery users and spellcasters, only even more of them. Pay careful attention to the synergy between your spells and mysteries, so that you do not wind up with redundant abilities. Consider mastering the path of Black Magic, because its mysteries complement your class abilities. Raising both Intelligence and Charisma is clearly a wise idea, and feats and items to raise your caster level also prove valuable.

RESOURCES

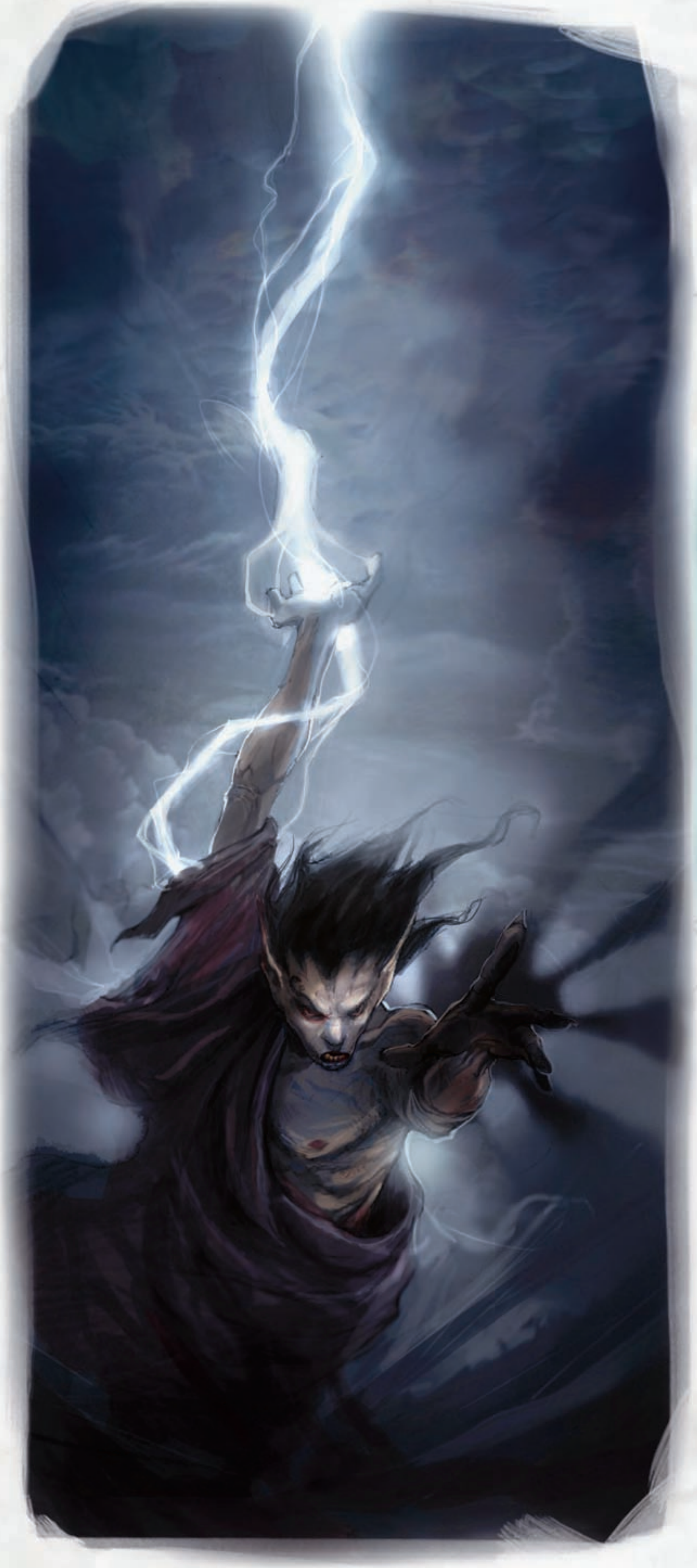
Unless another noctumancer belongs to a rival organization, you tend to view him as a kindred soul in an elite society. You frequently trade spells and minor items (potions, scrolls, wands). You'll likely want staffs, defensive items, and items to boost Intelligence and Charisma—much like any other caster.

NOCTUMANCERS IN THE WORLD

"My magic is everything I have, everything I am. If someone else can wrest control of my magic from me, what does that make me?"

—Hennet, sorcerer and adventurer

A noctumancer is the logical extension of abjuration magic, the path of Black Magic, and even the existence of arcane magic in general. It seems only natural that some would devote their efforts to mastering not the use of magic, but the literal control of it. It should appeal to players who enjoy the notion of manipulating the forces that many others take for granted.



Eveneth Stillwater, an elf noctumancer

Illus. by J. Zhang

DAILY LIFE

A noctumancer's time is largely devoted to the study and research required to master new mysteries, new spells, and the interactions between them. Noctumancers usually devote their remaining time either to advancing the goals of their organization, or adventuring to obtain both new magic and expertise with their abilities.

Noctumancers rarely have the time for governing, but those who do take full advantage of their abilities, either to protect or dominate their subjects. Even the most well-meaning noctumancer rulers often grow arrogant, as they become convinced of their mastery of eldritch forces.

NOTABLES

Noctumancers are exceptionally rare, but a few have still managed to obtain notoriety. Eveneth Stillwater, Lord of the Third House, is the most recent addition to the Parliament of Shadows, and one of only a half-dozen noctumancers in the Cabal's ruling body. The shadow lich known only as Intempestus leads a cadre of Nightshaders who lair in a shadowstuff castle on the Plane of Shadow, near a permanent portal to the Material Plane.

ORGANIZATION

Noctumancers function more or less as other mystery users and spellcasters in their respective organizations. The Votaries of Vecna might honor their abilities, but they don't actually bestow any true authority that the noctumancers haven't otherwise earned. Similarly, the Nightshade Covenant and the Tenebrous Cabal respect the noctumancer's knowledge, and often put such individuals in charge of mystical research and interactions with other arcane factions, but they are treated just like any other members when it comes to advancement.

NPC REACTIONS

The vast majority of people react to noctumancers exactly as they would to an arcane caster or shadowcaster, whichever the noctumancer most resembles. Only a very select few—mostly casters themselves—recognize the noctumancer as something different. In general, shadowcasters are indifferent or friendly (if they are of the same organization) to noctumancers. Many arcane casters are hostile toward noctumancers, for they fear their ability to manipulate others' spells.

NOCTUMANCER LORE

Characters with ranks in Knowledge (arcana) can research noctumancers to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: The noctumancer is a spellcaster who combines arcane magic and shadow magic.

DC 15: Noctumancers have the ability to use spells and the powers of shadow, and can also hinder the magic of others. They can counter spells with an act of will.

DC 20: The noctumancer's abilities, such as spells and mysteries, are limited by the number of times they can use them. You can sometimes overpower a noctumancer through simple attrition.

A bardic knowledge check or a Gather Information check can reveal the same information as these Knowledge checks, but in each case the DC is 5 higher than the given value.

NOCTUMANCERS IN THE GAME

Noctumancy is not only a difficult art, it requires a relatively high level before one can enter the prestige class. Thus, it's unlikely that characters in a low-level or even mid-level game will encounter noctumancers, allowing DMs to introduce one or more as the campaign progresses, without having to explain their prior absence.

Players should think that their characters' levels in noctumancer are worthwhile so long as they have semifrequent encounters with magic users or ongoing spell effects. The prestige class allows them to progress in both classes, so they will not be particularly weak in any case, but it is against other casters that the noctumancer truly comes into his own.

ADAPTATION

A noctumancer can exist in settings that do not make use of shadow magic, although it requires some alteration. The prestige class might instead represent a branch of arcane magic focused on controlling the magic of others. Remove the shadowcaster-related prerequisites.

SAMPLE ENCOUNTER

Encounters with noctumancers should focus heavily on their strange mystical abilities. While a noctumancer can certainly prove a hefty challenge simply by hurling both mysteries and spells, they are most fearsome when used to counter the casters in the opposing party.

EL 15: Eveneth Stillwater, newly appointed Lord of the Third House in the Parliament of Shadows, spends much time "in the field" for the organization. He is still adapting to his new position, and sometimes proves a bit overzealous in his efforts to prove himself to the Cabal.

EVENETH STILLWATER CR 15

Male elf shadowcaster 5/sorcerer 6/noctumancer 4
LN Medium humanoid
Init +4; **Senses** darkvision 30 ft., low-light vision; Listen +2, Spot +2
Languages Common, Elven, Undercommon

AC 17, touch 14, flat-footed 13
hp 44 (15 HD)
Resist +2 on saves against enchantments
Immune sleep
Fort +10, **Ref** +8, **Will** +13

Speed 30 ft. (6 squares)
Melee *+1 frost heavy mace* +7/+2 (1d8 plus 1d6 cold)
Base Atk +7; **Grp** +6
Special Actions Empower Mystery, Empower Spell, Enlarge Mystery
Combat Gear *wand of mirror image*
Mysteries Known (CL 9th):
Apprentice paths
3rd—*clinging darkness* (spell-like, 2/day, DC 19, CL 11th), *flicker* (spell-like, 2/day), *sharp shadows* (spell-like, 2/day)

2nd—*congress of shadows* (spell-like, 2/day), *black fire* (spell-like, 2/day, DC 18, CL 11th), *sight eclipsed* (spell-like, 2/day)
1st—*carpet of shadows* (spell-like, 2/day), *steel shadows* (spell-like, 2/day), *voice of shadow* (spell-like, 2/day)
Fundamentals
0—arrow of dusk (supernatural, 3/day, +11 ranged touch), caul of shadow (supernatural, 3/day), mystic reflections (supernatural, 3/day), shadow hood (supernatural, 3/day, DC 14), sight obscured (supernatural, 3/day)
Sorcerer Spells Known (CL 10th):
5th (3/day)—*cone of cold* (DC 20)
4th (6/day)—*fire shield, ice storm*
3rd (7/day)—*fireball* (DC 18), *fly, lightning bolt* (DC 18)
2nd (7/day)—*eagle's splendor, bear's endurance, blur, scorching ray* (+11 ranged touch)
1st (7/day)—*grease, magic missile, mage armor, ray of enfeeblement, shield*
0 (6/day)—*arcane mark, daze* (DC 14), *detect magic, flare* (DC 15), *light, mending, mage hand, ray of frost* (+11 ranged touch), *read magic*

Abilities Str 8, Dex 18, Con 10, Int 13, Wis 10, Cha 19
SQ able to notice secret or concealed doors, sustaining shadow (eat 1 meal/week)
Feats Combat Casting, Empower Mystery, Empower Spell, Enlarge Mystery, Greater Path Focus (Dark Terrain), Path Focus (Dark Terrain), Spell Focus (evocation)
Skills Concentration +14, Knowledge (arcana) +15, Knowledge (the planes) +13, Listen +2, Search +2, Spellcraft +17, Spot +2, Survival +0 (+2 on other planes)
Possessions combat gear plus *+1 frost heavy mace, amulet of natural armor +3, cloak of Charisma +4, gloves of Dexterity +2*

SHADOWBLADE

"Don't be afraid of the dark. Be afraid of what's in the dark."
—Niko Drendol, captain of the Black Dawn

Shadowblades are martial combatants with an innate link to shadow. While some deliberately study the arts of shadow, most develop their abilities instinctively, making them more akin to shadowdancers than shadowcasters. Those who master the arts of the unseen weapon become warriors with few equals. Their ability to manipulate darkness and shadow enhances their martial skills, allowing them to target weak points, land blows that should not strike true, and even attack foes who are paces away.

BECOMING A SHADOWBLADE

Multiclass fighter/rogues are the most common shadowblades, because they possess both the martial ability and the skills necessary. Single-classed fighters or rogues can enter the class, but it takes longer. A rare few paladins and rangers take this path, enhancing their own abilities with a mastery of shadow. Few mystery users or spellcasters become shadowblades, and barbarians tend to prefer brute force and distrust a shadowblade's powers.

ENTRY REQUIREMENTS

Base Attack Bonus: +5
Skills: Bluff 5 ranks, Hide 5 ranks, Move Silently 5 ranks
Feats: Blind-Fight
Special: Must have been exposed to shadow at some point prior to taking this class, either through travel on the Plane of Shadow, being subject to a mystery or a spell with the darkness descriptor, or through physical contact with a shadow or dark creature (such as a shadow mastiff or a dark lion)

TABLE 2–6: THE SHADOWBLADE **HIT DIE: D8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Unseen weapon (unerring strike)
2nd	+1	+3	+0	+0	Shadow and stealth, sudden strike +1d6
3rd	+2	+3	+1	+1	Shadow vision, unseen weapon (unexpected strike)
4th	+3	+4	+1	+1	Sudden strike +2d6
5th	+3	+4	+1	+1	Unseen weapon (ephemeral weapon)
6th	+4	+5	+2	+2	Sudden strike +3d6
7th	+5	+5	+2	+2	See in darkness, unseen weapon (shadowy strike)
8th	+6	+6	+2	+2	Sudden strike +4d6
9th	+6	+6	+3	+3	Unseen weapon (far shadow)
10th	+7	+7	+3	+3	Sudden strike +5d6, unseen weapon (free action)

Class Skills (2 + Int modifier per level): Bluff, Climb, Craft, Handle Animal, Hide, Intimidate, Jump, Move Silently, Profession, Ride, Swim.

CLASS FEATURES

Shadowblades manipulate shadow to strike swiftly and fatally, becoming the ultimate combination of skilled soldier and brutal slayer.

Unseen Weapon (Su): As a standard action, you can wrap any melee weapon you wield in a layer of shifting shadows. This causes the weapon to darken, become less distinct, and leave a trail of shadow behind it as it moves. Your weapon must be in hand and ready to use for you to draw upon this power. You can dismiss the effect with a free action; dropping or sheathing the weapon also ends the effect.

Once per day per shadowblade level, you can activate one of the powers of your unseen weapon as a swift action. At 1st level, you have the power to make an unerring strike (see below). As you gain levels in the class, you acquire additional choices when activating your unseen weapon, as indicated on Table 2–6. When you activate your unseen weapon, choose one of the available abilities. Multiple uses of the same ability do not stack on a single attack.

Unerring Strike: Your next melee attack ignores any miss chance because of concealment or total concealment. You gain this choice at 1st level.

Unexpected Strike: Your opponent is denied its Dexterity bonus against your next melee attack. You gain this ability at 3rd level.

Ephemeral Weapon: Your next melee attack deals an extra 2d6 points of damage, as extraplanar darkness momentarily replaces portions of your opponent's body. You gain this choice at 5th level.

Shadowy Strike: Your next melee attack is resolved as a melee touch attack, ignoring armor and natural armor. You gain this ability at 7th level.

Far Shadow: Your melee reach is increased by 10 feet for 1 round. You gain this choice at 9th level.

At 10th level, you can use your unseen weapon abilities as a free action, though you are still limited to one use per day per class level.

Shadow and Stealth (Su): Beginning at 2nd level, the shadows that engulf your unseen weapon cover you as well, granting you a circumstance bonus equal to half your class level (round down) on Hide and Move Silently checks.

Sudden Strike (Ex): Beginning at 2nd level, if you can catch an opponent when she is unable to defend herself effectively from your attack, you can strike a vital spot for extra damage. Whenever your target is denied a dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), you deal an extra 1d6 points of damage with your attack. This extra damage increases by 1d6 for every two levels thereafter. You can't use sudden strike when flanking an opponent unless that opponent is denied its Dexterity bonus to AC. Ranged attacks can count as sudden strike attacks only if the target is within 30 feet.

Sudden strike functions identically to sneak attack in all other respects. The extra damage from sudden strike stacks with the extra damage from sneak attack whenever both would apply to the same target. It also stacks with the ephemeral weapon ability of the unseen weapon class feature.

Shadow Vision (Su): Beginning at 3rd level, you are able to see clearly in shadowy illumination. Thus, you can see up to 40 feet clearly in the illumination provided by a torch (which gives off bright illumination in a 20-foot radius and shadowy illumination for 40 feet beyond that), or twice that if you have low-light vision.

See in Darkness (Su): At 7th level, you can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

PLAYING A SHADOWBLADE

You are a soldier who has learned the benefits of stealth and the power of darkness. You are not necessarily evil, but you are certainly violent and skilled in combat and killing. Your attitude toward mystery users might vary. If you deliberately set out to learn your skills, you likely belong to one of their organizations, but if you developed them instinctively, it's an even bet whether you consider them comrades or harbor a deep mistrust.

Although shadowblades exist in most shadow-related organizations, they are not specifically associated with such groups. Many are independent operatives, mercenaries, or adventurers. In fact, many are hired specifically to combat shadowcasters, because the abilities of the class help shadowblades overcome a shadowcaster's typical defenses.

COMBAT

You employ almost equal amounts of stealth and brute force. You can work primarily as a front-line fighter, but your prowess in sneaking and surprise make you a better guerrilla and finesse fighter. As your abilities of stealth improve, you become a viable scout, although your need to keep your weapon unsheathed might occasionally interfere with remaining unnoticed.

At higher levels, you can deliver surprise attacks from a short distance away, and even cut through the defenses of heavily armed foes. Combined with your ever-increasing stealth, this enables you to fill in for either the rogue or the fighter, and even to make surgical strikes against foes that might be too tough for the rogue or other scout to handle.

ADVANCEMENT

You might have actively joined a shadow-related organization to learn your abilities. You might have been approached by an experienced shadowblade or shadowcaster attracted by your skills and prowess, or by those that would use you as a tool against other shadow-based groups. Most likely, however, you developed your abilities on your own, discovering an ability to manipulate shadow after exposure to it.

Continued training is not unlike that of other soldiers. You drill in weapons and techniques of stealth, supplementing them with meditative techniques and, in some cases, occasional forays to the Plane of Shadow.

As you advance, you'll need to decide how much weight to give your martial abilities, and how much your stealth abilities and your Bluff modifier. Are you a fighter who makes use of sneaky tactics, or a silent killer who can hold his own in battle?

RESOURCES

If you're part of an organization, the group might supply you with some basic equipment, but rarely much in the way of magic items; you'll need to acquire those on your own. Items that enhance Strength and Dexterity are important, as are those that improve your ability to sneak, and thus deliver your special attacks. Items that enhance Listen and Spot, or that warn you of oncoming danger, are helpful because your stealth abilities do not aid you in detecting others with similar capabilities.

SHADOWBLADES IN THE WORLD

"When the baron heard a shadowblade was coming for him, he tripled the number of guardsmen on duty that night. You know what it accomplished? Three times as many guardsmen died tired."

—Gimble, gnome bard and traveling storyteller

The shadowblade class allows the DM to introduce shadow magic into the campaign without excluding the heavy fighters and to grant even the armor-clad warriors in the PC group some capability at stealth.

DAILY LIFE

Shadowblades live much like other professional warriors. They practice and train, pursuing their own interests in the few free hours they have. They meditate on their abilities, making them appear more like ascetic or religious warriors (such as paladins) than standard soldiers, although none of their abilities are inherently religious. They fill many of the same niches as other fighters: guards, soldiers, mercenaries, hired killers, and, of course, adventurers. Shadowblades tend to be nocturnal, due to their growing connection with shadow, and many find themselves shunned in communities that do not understand their abilities.

NOTABLES

Only a few shadowblades have attained any notoriety, including Niko Drendol, leader of the merciless pirates of the *Black Dawn;* Jassra Orun, who adventures with multiple companies in her quest to learn more of the Material Plane; and Murrim Khaleed, a death knight in service to the Votaries of Vecna.

ORGANIZATION

As mentioned above, shadowblades are not associated with any specific organization. When they do belong to such, they rarely advance far in the hierarchy, since they lack the mystical abilities that most of these organizations revere.

NPC REACTIONS

Most common folk think of the shadowblades as a martial order, mistaking them for a united faction or a religious institution. On an individual basis, most people react to shadowblades with the same attitudes they would direct toward any professional soldier. Should a shadowblade make substantial and open use of his shadow-related abilities, this attitude might worsen, as people begin to think of him as a sneak-thief, assassin, or soldier of darkness. They try not to draw the shadowblade's ire, but instead do their best to hurry him about his business so that he might depart all the sooner. Mystery users and spellcasters recognize shadowblades for what they are. The attitude of such a character depends entirely on whether the shadowblade in question is a member of a friendly, neutral, or rival faction to the caster's own.

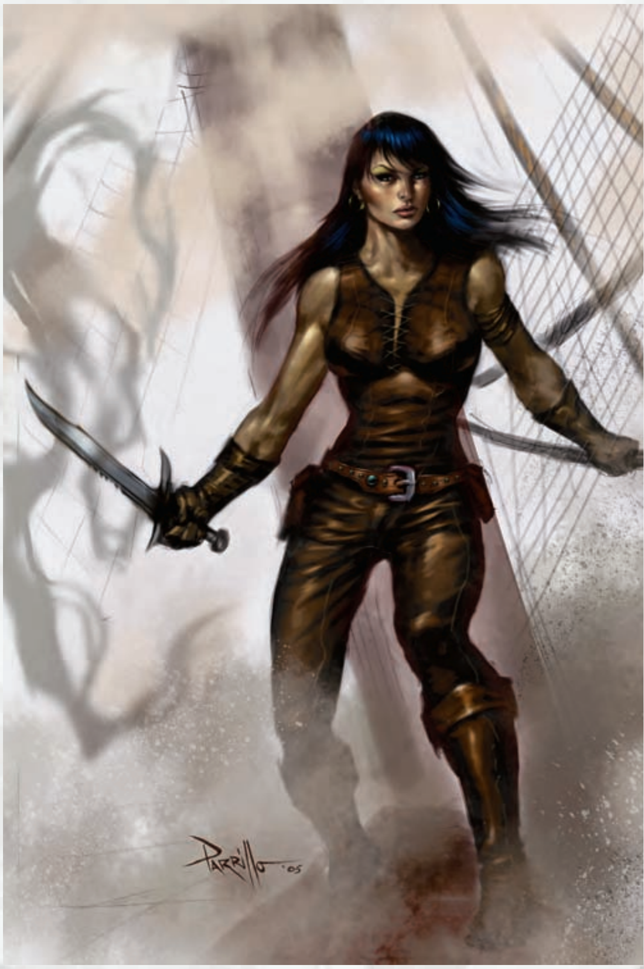
SHADOWBLADE LORE

Characters with the bardic knowledge ability or ranks in Knowledge (arcana) can research shadowblades to learn more about them. When a character makes a check, read or paraphrase the following, including the information from lower DCs.

DC 10: Shadowblades are warriors who incorporate shadow and stealth into their combat techniques.

DC 15: Shadowblades are capable of masking their weapons and themselves in shadow, granting them supernatural powers, such as the ability to strike protected targets or to attack from a distance.

DC 20: Many of the shadowblades' abilities are not functional against nonliving foes, such as undead or constructs. If you can cause them to drop or change their weapons, it takes a moment for them to reactivate their powers, offering a brief window of opportunity.



Niko Drendol, a human shadowblade

SHADOWBLADES IN THE GAME

Shadowblades are scattered throughout many organizations, guilds, and adventuring parties. When introducing them to an ongoing campaign, it's reasonable to simply assume that the PCs have never before encountered one. Alternatively, perhaps one of the PCs is the first person in the region to develop these abilities.

This prestige class makes a good choice for anyone who wants to play a warrior with a stealthy or mystical bent. So long as the DM does not restrict encounters to creatures immune to his abilities, and gives him the occasional chance to scout ahead, to take out an enemy leader, or otherwise to make use of his less direct forms of confrontation, the player should feel his efforts worthwhile.

ADAPTATION

Shadowblades do not have to be associated with shadow. Perhaps they are an order of killers for hire, who cloak themselves and their weapons in illusion and invisibility. Then again, they might truly be members of a religious order, their power obtained through faith in a deity of darkness or deception.

Illus. by L. Parrillo

SAMPLE ENCOUNTER

While shadowblades can stand toe to toe with other warriors, encounters with them should take advantage of their other abilities. Let the PCs wonder how the large man in full plate snuck into their camp, or how to defeat a soldier who seems constantly able to distract them and then strike where they're weakest.

EL 11: Niko Drendol is the leader of the pirates of the *Black Dawn*, a ship that is said to be able to breach the boundaries of the planes to sail swiftly across black seas on the Plane of Shadow. Drendol often travels with a quartet of human rogue/fighters who serve as her messengers and personal guard. A foe of the PCs might hire Drendol, she might be after the same goal they are, or she might develop a rivalry with them while fighting on the same side in a conflict.

Niko Drendol CR 11

Female human fighter 3/rogue 4/shadowblade 4
CN Medium humanoid
Init +3; **Senses** sees clearly in shadowy illumination; Listen +2, Spot +7
Languages Common, Halfling

AC 18, touch 13, flat-footed 18; uncanny dodge
hp 58 (11 HD)
Resist evasion
Fort +9, **Ref** +9, **Will** +3

Speed 30 ft. (6 squares)
Melee *+1 short sword* +14/+9 (1d6+2/19–20)
Base Atk +9; **Grp** +10
Atk Options Combat Expertise, sneak attack +2d6, sudden strike +2d6, unseen weapon (4/day; unerring strike, unexpected strike)
Special Actions Improved Disarm, Improved Feint
Combat Gear *brooch of shielding*

Abilities Str 13, Dex 16, Con 12, Int 13, Wis 10, Cha 16
SQ shadow and stealth, trap sense +1, trapfinding
Feats Blind-fight, Combat Expertise, Improved Disarm, Improved Feint, Stealthy, Weapon Finesse, Weapon Focus (short sword)
Skills Balance +10, Bluff +9, Climb +7, Diplomacy +6, Disguise +3 (+5 acting), Hide +17, Intimidate +11, Jump +10, Listen +2, Move Silently +17, Profession (ship captain) +2, Sense Motive +7, Spot +7, Swim +6, Tumble +13
Possessions combat gear plus *+1 short sword, +2 leather armor, amulet of health +2, gloves of Dexterity +2, masterwork light steel shield,* dagger

Black Dawn Pirate CR 4

Male or female human rogue 2/fighter 2
N Medium humanoid
Init +2; **Senses** Listen +0, Spot +0
Languages Common, Halfling

AC 16, touch 12, flat-footed 14
hp 26 (4 HD)
Resist evasion
Fort +6, **Ref** +6, **Will** +1

Speed 30 ft. (6 squares)
Melee mwk trident +5 (1d8+2) and mwk short sword +5 (1d6+1/19–20)
Ranged mwk trident +7 (1d8+2)
Base Atk +3; **Grp** +5
Atk Options sneak attack +1d6
Combat Gear *potion of barkskin (+3), potion of cure moderate wounds*

Abilities Str 14, Dex 15, Con 14, Int 12, Wis 10, Cha 8
SQ trapfinding
Feats Athletic, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (short sword), Weapon Focus (trident)
Skills Balance +10, Climb +12, Hide +7, Intimidate +7, Jump +10, Move Silently +7, Profession (sailor) +7, Swim +12, Tumble +9
Possessions combat gear plus masterwork short sword, masterwork trident, *+1 studded leather, cloak of resistance +1*

SHADOWSMITH

"You think me unarmed. You think me helpless. So long as there is night and day, I am neither."

—Hrogar Ilgenson, shadowsmith and
First Mate of the *Fourth Dragon*

Shadowcasters draw power from darkness, and masters of shadow command it, but no one truly manipulates the drakness as does the shadowsmith. Combining martial and mystical skills, and possessed of a driving will, the shadowsmith forms his tools and weapons from shadowstuff itself, drawing forth matter from empty night.

Entry Requirements

Base Attack Bonus: +5
Skills: Craft (armorsmithing, blacksmithing, or weaponsmithing) 5 ranks, Knowledge (arcana) 3 ranks, Knowledge (the planes) 3 ranks
Special: Must have been exposed to shadow at some point prior to taking this class, either through travel on the Plane of Shadow, being subject to a mystery or a spell with the darkness descriptor, or physical contact with a shadow or dark creature (such as a shadow mastiff or a dark lion)

Table 2–7: The Shadowsmith **Hit Die: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Mysteries Known
1st	+1	+0	+2	+0	Touch of shadow	1
2nd	+2	+0	+3	+0	Shroud of shadow	1
3rd	+3	+1	+3	+1	Shadow craft (basic)	1
4th	+4	+1	+4	+1	Armor of shadow +2	1
5th	+5	+1	+4	+1	Widen shroud	2
6th	+6	+2	+5	+2	Shadow craft (enchanted)	2
7th	+7	+2	+5	+2	Armor of shadow +4	2
8th	+8	+2	+6	+2	Shadow craft (armor)	2
9th	+9	+3	+6	+3	Shadow craft (quickened)	3
10th	+10	+3	+7	+3	Shadow craft (shadow striking), armor of shadow (quickened)	3

Class Skills (6 + Int modifier per level): Climb, Concentration, Craft, Hide, Jump, Knowledge (arcana), Knowledge (the planes), Move Silently, Profession.

BECOMING A SHADOWSMITH

Almost anyone can become a shadowsmith under the proper circumstances. Rangers, paladins, and clerics are most likely to meet the requirements first, though some rogues follow this path as well. Although they could have the proper skills, few mystery users or spellcasters pursue this class, since its casting progression is far slower than their own.

CLASS FEATURES

Your abilities allow you to create tools and weapons out of darkness itself.

Weapon and Armor Proficiency: You are proficient with simple and martial weapons, with light armor, and with shields (except tower shields).

Mysteries Known: You have the ability to cast a small number of mysteries. To cast a mystery, you must have an Intelligence score of at least 10 + the mystery level, so if you have an Intelligence of 10 or lower, you cannot cast mysteries. High ability scores do not provide bonus mysteries. Saving throws against your mysteries have a DC of 10 + mystery level + your Int modifier.

Your selection of mysteries is extremely limited. You begin in this class knowing only a single 1st-level mystery. Every four levels thereafter (at 5th and 9th), you gain an additional mystery known. As with the shadowcaster class, you may not skip ahead in a given path. Your mysteries must all be drawn from an apprentice path, and you cast them all as arcane spells. You can use each mystery you know once per day. You do not gain fundamentals.

Touch of Shadow (Su): At 1st level, your ability to manipulate shadow is undeveloped. You cannot yet create actual items, but you can surround your hands and feet in a layer of shadow. This ability grants you a bonus on Climb checks equal to your class level. Further, it distributes your weight more evenly, so you cannot be tracked. Touch of shadow lasts for 1 minute per class level and is usable a number of times per day equal to your class level.

Shroud of Shadow (Su): Starting at 2nd level, you can surround your body in a thin layer of shadow. You gain a bonus on Hide checks and Move Silently checks equal to your class level. Shroud of shadow lasts for 1 minute per class level and is usable a number of times per day equal to your class level.

Shadow Craft (Su): As of 3rd level, you can create small items, such as tools or weapons, from shadow. You need merely place your hands into any shadow and draw forth the desired item. It cannot possess moving or flexible parts, so you could not create a crossbow, a rope, a flail, or a cabinet. You can create nearly any other weapon, simple tool, or small item, however.

You can create one item weighing a number of pounds up to twice your class level, or two items whose combined weight does not exceed that limit. Using shadow craft is a standard action. If the item leaves your possession, it fades away in 1d4 rounds. Otherwise, it lasts for 1 hour per class level. Shadow craft is usable a number of times per day equal to one-half your class level. Items created by shadow craft cannot be employed as material components or foci in spellcasting. If you want to create an item that mimics a specific item you have seen, you must succeed on a DC 20 Craft check of the appropriate sort (weaponsmithing, for instance).

At 6th level, you can enhance your creations. You can imbue a shadow-crafted weapon or shield with an enhancement bonus equal to your class level minus 5. For instance, if you are an 8th-level shadowsmith, you can create a *+3 battleaxe*. If you create two enhanced items at one time (which becomes possible when you attain 7th level), you must divide the total enhancement bonus between those items. (For instance, at 8th level, you could create a *+1 battleaxe* and a *+2 large shield*.)

To succeed at this enhanced crafting, you must make an appropriate Craft check for each item (usually weaponsmithing or armorsmithing) against a DC of 20 + the desired enhancement bonus. If you fail, the item is nonmagical. You can only have one enhanced shadow-crafted item (or two, if they were created in the same round) at a time. If you create new enhanced items, the old ones immediately become nonmagical. Attempting to create an enhanced item (or two, if so desired) with shadow craft is a full-round action.

At 8th level, you can use shadow craft to create light armor for yourself (which you can give an enhancement bonus to). The armor you craft automatically has the improved shadow special ability (*DMG* 219).

At 9th level, you can quicken your shadow crafting. You need only a standard action to create enhanced items and only a swift action to create nonmagical ones.

At 10th level, you can apply the shadow striking ability (see page 155) to any magic weapon you create through shadow craft. (If you create two weapons at once, only one can be shadow striking.) Further, you do not need to craft the item on the Plane of Shadow as is normally the case with shadow striking weapons.

Armor of Shadow (Su): Starting at 4th level, you can take a standard action to surround yourself in hardened shadow. This ability grants you a +2 deflection bonus to AC. Armor of shadow lasts for 10 minutes per class level, and is usable a number of times per day equal to one-half your class level.

At 7th level, the deflection bonus increases to +4.

At 10th level, you quicken your armor of shadow, activating it as a swift action.

Widen Shroud (Su): Starting at 5th level, you can widen your touch of shadow ability to include a number of companions equal to one-half your class level. If they move more than 10 feet from you, the effect ends for them; coming closer to you again does not restore it. Widen shroud lasts for 1 minute per class level; each use counts as a daily use of your touch of shadow ability.

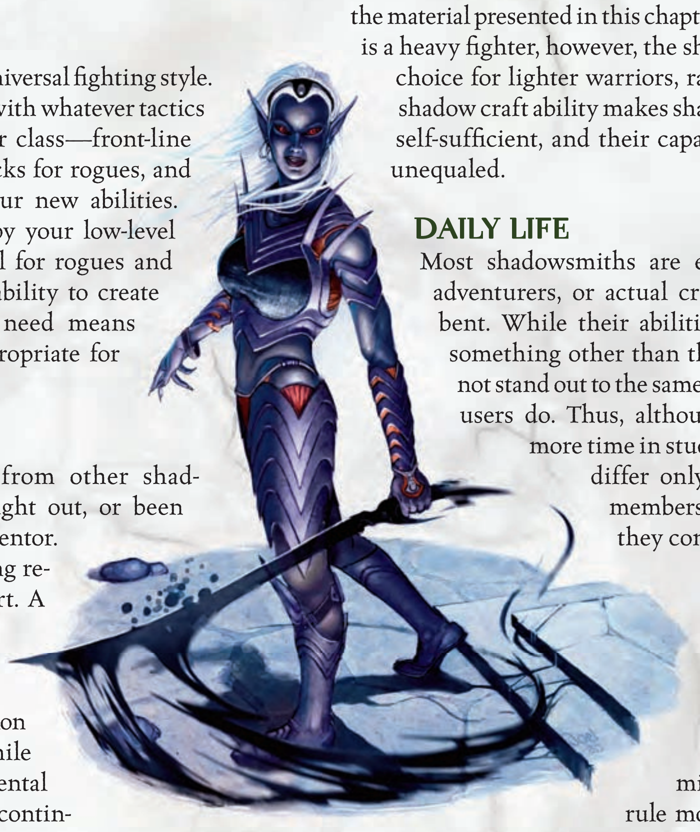
PLAYING A SHADOWSMITH

You are self-reliant and skillful, a master of craft and combat. You do not necessarily devote your life to shadow, instead seeing it as a tool and a weapon. While you must be at least somewhat learned to have developed your abilities, you are more interested in actions than words.

While the various shadow-based organizations all welcome shadowsmiths, finding their abilities useful and fascinating, none permit their kind to advance far in the ranks. Shadowsmiths lack the mystical abilities required for advancement in the Tenebrous Cabal, and they rarely have sufficient power to force their way into the upper echelons of the Votaries or the Nightshade Covenant. Like the shadowblades, they often occupy guard and support positions, although some have made names as field operatives and even assassins for the various factions.

COMBAT

Shadowsmiths do not have a universal fighting style. Rather, you are likely to stick with whatever tactics served you best in your prior class—front-line battle for fighters, sneak attacks for rogues, and so on—supplemented by your new abilities. The stealth boost provided by your low-level abilities is particularly useful for rogues and mobile fighters, while your ability to create almost any equipment you need means you can arm yourself as appropriate for whatever's coming.



Lozruet, a drow shadowsmith

ADVANCEMENT

Most shadowsmiths learn from other shadowsmiths, either having sought out, or been approached by, a potential mentor. Some teach themselves, having researched the secrets of the art. A rare few develop their abilities spontaneously.

Training in the shadowsmith's art is a strange combination of lessons and endeavors. While meditative techniques and mental exercises are essential to the continued evolution of your mystical abilities and mysteries, you must also study to become an expert artisan in your field. While you spend far less time poring over old tomes than shadowcasters, preferring to occupy forges and workshops, you spend no less time in long, arduous practice.

Advancing shadowsmiths should focus on Strength or Dexterity—whichever most benefits your preferred combat style—but also on Intelligence. Your skills, particularly Craft, affect how well you can take advantage of your various abilities. You only know a few mysteries, and can use each only once per day, so select those that best complement your other abilities.

RESOURCES

You rarely obtain anything from other shadowsmiths except training. Organizations to which you belong might offer raw materials for your standard crafting skills, but will expect you to create items for them in exchange.

SHADOWSMITHS IN THE WORLD

"Dabblers! They borrow power they do not understand and treat it like a simple tool to make even simpler tools. Yet we dare not dismiss them, for they are true experts at what they do, and physically manipulate shadow in ways even the best of us cannot."

—Eddas Coradran, Lord of the First House,
Parliament of Shadows

Along with the shadowblade, the shadowsmith allows even players uninterested in portraying casters to take advantage of the material presented in this chapter. While the shadowblade is a heavy fighter, however, the shadowsmith is the perfect choice for lighter warriors, rangers, and rogues. Their shadow craft ability makes shadowsmiths exceptionally self-sufficient, and their capacity for stealth is almost unequaled.

DAILY LIFE

Most shadowsmiths are either warriors for hire, adventurers, or actual craftsmen with a mystical bent. While their abilities clearly mark them as something other than their compatriots, they do not stand out to the same degree that other mystery users do. Thus, although shadowsmiths spend more time in study and practice, their lives differ only marginally from those members of the classes from which they come.

Few shadowsmiths aspire to positions of authority; as a group, they are more focused on their crafting. Those who do manage to obtain power tend to be community or military leaders, and rarely rule more than small villages or provinces in the name of a greater lord.

NOTABLES

Few shadowsmiths have become famous. Those who have include Hrogar Ilgenson, famed warrior and lieutenant on the coastal raiding vessel *Fourth Dragon*, and Lozruet, a drow who uses her abilities to hunt famous adventurers.

ORGANIZATION

While shadowsmiths rarely rise high in the larger shadow-focused organizations, they have formed a few of their own. Some of these—such as the Guild of Nocturnal Efforts, the largest known—hold a reasonable degree of political sway in the cities that house them. In these organizations, shadowsmiths make up the entirety of the power structure, if not the whole of the faction itself. Even the guild, however, is far smaller and less influential than the organizations presented herein.

NPC REACTIONS

Most people respond to a shadowsmith as they would to any member of her apparent class. If they happen to learn of the shadowsmith's abilities, their reactions change based on their view of magic in general. People might be a bit more suspicious of a shadowsmith (attitude one category worse) if

Illus. by J. Thomas

they are of a particularly religious bent, or if they interpret her manipulation of shadow as a sign of evil. In most cases, however, the shadowsmith's abilities pass as just another form of magic, since they aren't as overtly strange as those of other shadow magicians. The exception to this general rule is the shadowsmith who uses her mysteries, as opposed to her other abilities, regularly and in full view of common folk. The alien nature of shadow magic makes these shadowsmiths stand out more than their more subtle counterparts.

SHADOWSMITH LORE

Characters with ranks in Knowledge (arcana) can research shadowsmiths to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Shadowsmiths can create items out of nothingness.

DC 15: As they advance, shadowsmiths can create more potent items and armor, and can cloak themselves in shadow to hide. They also have access to a few mysteries.

DC 20: The items created by a shadowsmith have a limited life span, although some last many hours. If you can wait one out and strike at the right time, she might be vulnerable.

A bardic knowledge check or a Gather Information check (in a community that has a shadowsmith guild) can reveal the same information as these skill checks, but in each case the DC is 5 higher than the given value.

SHADOWSMITHS IN THE GAME

Because a shadowsmith's combat style and general behavior doesn't change from her prior class, it's easy to mistake her for a fighter, a rogue, a ranger, or the like. Only when she casts a mystery or creates a shadow-crafted item does her true nature become apparent; thus, PCs might have encountered shadowsmiths without realizing it. Alternatively, only a particular race or community in a given campaign might have discovered these abilities.

Given the adaptable nature of the prestige class, players who were largely happy with their characters' previous classes, but wanted an unusual twist, should be happy with the shadowsmith. Its abilities can enhance both martial and stealth-related characters, augmenting them without altering them so greatly that their inherent nature changes.

ADAPTATION

The DM can easily change the shadowsmith into a class that manipulates essences or substances other than darkness. Champions of Pelor, for instance, might form items out of light, and apply the ghost touch or disruption special abilities rather than shadow striking. A character might form tools from smoke, or fire, or even force.

SAMPLE ENCOUNTER

The most effective means of introducing the PCs to a shadowsmith is to make them think they're facing an ordinary member of a standard adventuring class. Only after seeing her in action do they realize they're up against something more esoteric.

EL 14: During a battle with invaders of her city, Lozruet was magically transported to the Plane of Shadow. There she met and made an alliance with members of the Nightshade Covenant, learning the ways of the shadowsmith from them. Lozruet acts as an assassin for the Nightshade Covenant and for her own benefit. The PCs might come into conflict with her as she completes a mission on the Material Plane, or she might seek them out if they make enemies among the Nightshaders.

LOZRUET **CR 14**
Female drow fighter 6/shadowsmith 7
NE Medium humanoid (elf)
Init +6; **Senses** darkvision 120 ft.; Listen +2, Spot +5
Languages Abyssal, Common, Drow Sign Language, Elven, Undercommon

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AC 25, touch 16, flat-footed 19
hp 77 (13 HD)
Immune sleep
Resist +2 on saves against enchantments; **SR** 24
Fort +9, **Ref** +14, **Will** +5 (+7 against spells and spell-like abilities)
Weakness light blindness

Speed 30 ft. (6 squares)
Melee *+1 frost rapier* +21/+16/+11 (1d6+4/15–20 plus 1d6 cold)
Ranged *+2 composite longbow* (shadow-crafted) +21/+16/+11 (1d8+4/×3)
Base Atk +13; **Grp** +15
Atk Options Combat Expertise, poison, Spring Attack, Whirlwind Attack
Special Actions armor of shadow (3/day, +4 deflection bonus for 70 minutes), shadow craft (3/day, +2 weapon for 7 hours with DC 22 Craft (weaponsmithing) check), shroud of shadow (7/day, +7 on Hide and Move silently checks for 7 minutes), touch of shadow (7/day, +7 on Climb checks and can't be tracked for 7 minutes)
Combat Gear 2 doses of drow knockout poison (Fort DC 13, unconsciousness/unconsciousness for 2d4 hours), *potion of barkskin (+3)*
Mysteries Known (CL 7th, 15% arcane spell failure chance):
Apprentice path
1st—*carpet of shadow* (spell, 1/day), *dusk and dawn* (spell, 1/day)
Spell-Like Abilities (CL 13th):
1/day—*dancing lights, darkness, faerie fire*

Abilities Str 15, Dex 22, Con 12, Int 14, Wis 10, Cha 10
SQ widen shroud (use counts as use of shroud of shadow; grant shroud of shadow benefit to up to 3 others within 10 feet for 7 minutes)
Feats Combat Expertise, Dodge, Improved Critical (rapier), Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier), Whirlwind Attack
Skills Appraise +2 (+4 weapons), Climb +14, Concentration +12, Craft (weaponsmithing) +15, Hide +22, Jump +8, Knowledge (arcana) +5, Knowledge (the planes) +5, Listen +2, Move Silently +22, Search +4, Spot +5
Possessions combat gear plus *+1 frost rapier, +2 composite longbow* (+2 Str bonus, crafted as needed) with 20 arrows, *+2 mithral shirt, +2 small light shield, gloves of Dexterity +4, cloak of resistance +1*

SHADOW MAGIC FEATS

Mystery users have developed numerous feats, building on their dark powers. While some of these feats are useful only to mystery users, others are appropriate for other classes as well.

EMPOWER MYSTERY [METASHADOW]

You can cast mysteries to greater effect.

Prerequisites: Any metashadow feat.

Benefit: Once per day, you can apply the effect of the Empower Spell feat to any mystery you cast. All variable, numeric effects of an empowered mystery increase by one-half.

Casting an empowered mystery is a full-round action.

Special: You can take this feat multiple times.

ENLARGE MYSTERY [METASHADOW]

You can cast mysteries farther than normal.

Benefit: Once per day, you can alter a mystery with a range of close, medium, or long to increase its range by 100%. This functions in most respects as the Enlarge Spell feat.

Special: You can take this feat multiple times.

EXTEND MYSTERY [METASHADOW]

You can cast mysteries that last longer than normal.

Benefit: Once per day, you can apply the effect of the Extend Mystery feat to any mystery you cast. An extended mystery lasts twice as long as normal.

Casting an extended mystery is a full-round action.

Special: You can take this feat multiple times.

FAVORED MYSTERY

The mystery you choose becomes easier to cast.

Prerequisite: Ability to cast mysteries.

Benefit: Choose a mystery you know. You cast that mystery as a supernatural ability instead of a spell-like ability, or as a spell-like ability instead of as a spell. If you choose a mystery that you cast as a supernatural ability, or if you later gain the ability to cast that mystery as a supernatural ability, you gain an extra use of that mystery per day. This feat does not otherwise increase the number of times per day that you can cast the chosen mystery.

Special: You can take this feat multiple times. When you take the feat again, you can choose to affect the same mystery or a different one.

METASHADOW FEATS

Just as other casters enhance their spells through metamagic, so mystery users can manipulate their castings with metashadow feats. While metamagic feats increase the casting time of a spell to a full round when attached to spontaneously cast spells, this is not always the case with metashadow feats. Metashadow feats function identically to metamagic feats in all ways not specifically contradicted herein.

A metashadow feat improves a mystery regardless of whether it is cast as a spell, activated as a spell-like ability, or used as a supernatural ability. The exception to this rule is Still Mystery, which only affects a mystery cast as a spell.

GREATER PATH FOCUS

Choose a path of shadow magic to which you have already applied the Path Focus feat. Your mysteries of that path are now even more potent.

Prerequisite: Path Focus.

Benefit: You function at +1 caster level when casting mysteries of the path you select. Additionally, add +1 to the Difficulty Class of all saving throws against mysteries from that path. These bonuses stack with those granted by Path Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new path to which you have applied the Path Focus feat.

LINE OF SHADOW [METASHADOW]

You can cast a mystery without line of sight or line of effect to the target.

Prerequisite: Any two metashadow feats.

Benefit: Once per day, you can apply this feat to a mystery which enables it to affect a target even if you do not currently have line of sight or line of effect. The target must still be within the spell's maximum range, and you must have had line of sight and line of effect within a number of rounds equal to your Intelligence modifier. The target gains a bonus on his save, if any, equal to the number of rounds since you had line of sight or effect. You cannot apply this feat to any mystery that requires a touch or ranged touch.

Casting a mystery with Line of Shadow is a full-round action.

Normal: You must have line of effect or line of sight to target a creature or object with a mystery or spell.

Special: You can take this feat up to four times. To take it a second time, you must have five metashadow feats. To take it a third time, you must have eight metashadow feats. To take it a fourth time, you must have eleven metashadow feats.

MAXIMIZE MYSTERY [METASHADOW]

You can cast mysteries to maximum effect.

Prerequisite: Any two metashadow feats.

Benefit: Once per day, all variable, numeric effects of a mystery modified by this feat are maximized. This functions in most respects as the Maximize Spell feat.

Casting a maximized mystery is a full-round action.

Special: You can take this feat up to four times. To take it a second time, you must have five metashadow feats. To take it a third time, you must have eight metashadow feats. To take it a fourth time, you must have eleven metashadow feats.

Table 2–8: Shadow Magic Feats

General Feats	Prerequisites	Benefit
Favored Mystery[1,3]	Ability to cast mysteries	Chosen mystery becomes easier to cast
Nocturnal Caster[1,2]	Ability to cast mysteries or a spell with the darkness descriptor	You gain extra power at night
Path Focus[1,2]	—	+1 bonus to CL and save DCs for a specific path or school
Greater Path Focus[1,2]	Path Focus	Additional +1 bonus to caster level and save DC
Shadow Cast	Concentration 5 ranks, shadowcaster level 1st	Avoid many attacks of opportunity
Shadow Familiar	Shadowcaster level 3rd	Gain a familiar with the dark creature template
Shadow Reflection	Shadowcaster level 3rd, ability to cast dusk and dawn or ephemeral image	Attacks of opportunity against you have a 50% miss chance
Shadow Vision[1]	Wis 15, ability to cast bend perspective or truth revealed	Sense creatures within 20 feet that are in shadowy illumination or darkness
Unseen Arrow	Unseen weapon class feature	Use unseen weapon ability with ranged weapons
Metashadow Feats	**Prerequisites**	**Benefit**
Empower Mystery[1]	Any other metashadow feat	Increase mystery's variable, numeric effects by 50%
Enlarge Mystery[1]	—	Double mystery's range
Extend Mystery[1]	—	Double mystery's duration
Line of Shadow[1]	Any two metashadow feats	Cast a mystery without line of sight or effect, in certain conditions
Maximize Mystery[1]	Any two metashadow feats	Maximize mystery's variable, numeric effects
Quicken Mystery[1]	Any three metashadow feats	Cast mystery as swift action
Reach Mystery[1]	Any metashadow feats	Touch mystery becomes a ray with 30 ft. range
Still Mystery[1]	—	Cast mystery without somatic components

1 A shadowcaster can select this feat as one of his path-based bonus feats.

2 You can gain this feat multiple times, but its effects do not stack. Each time you take the feat, apply it to a new path.

3 You can gain this feat multiple times. Its effects stack.

NOCTURNAL CASTER

You are empowered by darkness, making your abilities stronger at night.

Prerequisite: Ability to cast mysteries or a spell with the darkness descriptor.

Benefit: Choose one path of mysteries or school of magic to which you have access. At night, the save DC of all associated mysteries or spells increases by +1. This bonus stacks with similar bonuses, such those from the Path Focus or Spell Focus feats.

The ambient light is irrelevant, nor does it matter if you can see the sky. Only the actual time of day matters.

Special: You can gain this feat multiple times, but its effects do not stack. Each time you take the feat, it applies to a new school or path.

PATH FOCUS

Choose a path of shadow magic, such as Touch of Twilight. Your mysteries of that path are more potent than normal.

Benefit: You function at +1 caster level when casting mysteries of this path. Additionally, add +1 to the DC of all saving throws against mysteries from this path.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new path.

QUICKEN MYSTERY [METASHADOW]

You can cast a mystery with a moment's thought.

Prerequisite: Any three metashadow feats.

Benefit: Once per day, you can cast a mystery as a swift action. This feat functions in most respects as the Quicken Spell feat.

Special: You can take this feat up to three times. To take it a second time, you must have seven metashadow feats. To take it a third time, you must have eleven metashadow feats.

REACH MYSTERY [METASHADOW]

You can cast touch-range mysteries without touching the target.

Prerequisite: Any metashadow feat.

Benefit: Once per day, you can cast a mystery that normally has a range of touch at any target within 30 feet. The mystery effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the mystery upon the recipient.

Special: You can take this feat multiple times.

SHADOW CAST

Your shadow shimmers as you cast a spell and you seem to cast your mysteries from elsewhere.

Prerequisite: Concentration 5 ranks, shadowcaster level 1st.

Benefit: Designate a square adjacent to you. If no one threatens that square, you do not provoke an attack of opportunity when you cast a spell or use a spell-like ability.

SHADOW FAMILIAR

Noctumancers developed this feat in order to gain a mystical companion.

Prerequisite: Shadowcaster level 3rd.

Benefit: You can obtain a familiar in the same manner as a sorcerer or wizard, but it possesses the dark template. As with a sorcerer or wizard, obtaining a familiar takes 24 hours and uses up magic materials worth 100 gp.

For the purpose of determining familiar abilities that depend on your arcane caster level, your levels in all classes that allow you to cast mysteries or arcane spells stack.

Special: If you gain access to an alternative familiar, such as through the Improved Familiar feat, it also gains the dark template.

SHADOW REFLECTION

Your shadow flickers and moves in an aggressive, independent manner, enabling you to avoid some attacks of opportunity.

Prerequisites: Shadowcaster level 3rd, ability to cast the dancing shadows or the clinging darkness mystery.

Benefit: A foe that makes an attack of opportunity against you has a 50% miss chance.

Special: Opponents that do not rely on sight ignore the miss chance.

SHADOW VISION

Your senses grow so attuned with shadow that you gain a limited ability to see in natural and magical darkness.

Prerequisites: Wis 15, ability to cast the bend perspective or truth revealed mystery.

Benefit: As long as you are in shadowy illumination or darkness, you can take a move action to sense the number of creatures within 20 feet that are also within shadowy illumination or darkness and the direction to each one. You cannot pinpoint the location of any creature with this feat.

STILL MYSTERY [METASHADOW]

You can cast mysteries without gestures.

Benefit: A stilled mystery can be cast with no somatic components. This also prevents your shadow from making gestures that differ from your own during casting. Because mysteries activated as spell-like and supernatural abilities have no somatic components, this feat is useful only with mysteries cast as arcane spells.

UNSEEN ARROW

Developed by shadowblades, this feat allows a member of that class to apply his unseen weapon abilities to thrown or projectile weapons.

Prerequisite: Unseen weapon class feature.

Benefit: You can apply the unseen weapon class feature, and all its abilities, to a thrown or missile weapon. If you use the far shadow ability (see page 130) with a ranged weapon, it adds 30 feet to the distance the weapon can travel before you take the first range increment penalty.

MYSTERIES AND PATHS

Mysteries are formed out of power drawn from the Plane of Shadow and channeled through a caster's body and soul.

All mysteries have a level, which is used to determine save DCs. Mysteries are divided into areas of study called paths. Paths come in three categories: apprentice, initiate, and master, and each path has three steps of increasing power. Thus, the nine levels of mysteries divide equally into the paths: 1st-, 2nd-, and 3rd-level mysteries form the apprentice paths, 4th-, 5th-, and 6th-level mysteries the initiate paths, and 7th-, 8th-, and 9th-level mysteries the master paths.

Mysteries function as spells, spell-like abilities, or supernatural abilities, depending on the category of the path and the knowledge of the mystery user. All mysteries have the following characteristics, unless otherwise noted in a specific description.

- Can be cast once per day if functioning as an arcane spell, two times per day if functioning as a spell-like ability, and three times per day if functioning as a supernatural ability.
- Can be dismissed at will by the mystery user if it has a duration longer than instantaneous.
- Functions in darkness or any sort of ambient light, even if the mystery describes the mystery user manipulating his or the subject's shadow. The mystery user's connection to the Plane of Shadow is so strong that he can manipulate a subject's "spiritual shadow" even where shadows cannot normally exist.
- Requires a standard action to cast.
- Requires somatic components if cast as an arcane spell.
- Is subject to the same stacking rules as spells.
- Does not easily interact with spells. Any attempt to use a mystery (such as *shadows fade*) to dispel a spell, or to use a spell (such as *dispel magic*) to dispel a mystery, takes a –4 penalty.
- Can be identified with a Spellcraft check, but requires a different understanding of that skill. A mystery user with no levels in a spellcasting class takes a –4 penalty on Spellcraft checks made to identity spells. A spellcaster with no levels in a mystery-using class takes a –4 penalty on Spellcraft checks made to identify mysteries.
- Cannot benefit from feats that enhance spells, such as metamagic feats, Ability Focus, or Empower Spell-Like Ability. Instead, mysteries benefit from metashadow feats.

DETECTING MYSTERIES

Shadow magic, though subtle, is an alien thing, and people who are learned in the occult can often detect its use. When a mystery user casts a mystery as an arcane spell, his shadow makes gestures different from the ones he performs. Any observer can notice this bit of oddness with a successful DC 15 Spot check.

Similarly, any image, item, or creature created or conjured through mysteries is touched by shadow. Some are darker than normal, as if half-obscured by shade; others, particularly living creatures, might be pallid or unusually gaunt.

Minor details strike viewers as wrong. Colors seem dull and appearance more average, muting extremes of either beauty or ugliness. Dangerous aspects of creatures or items appear enhanced—a normally innocuous animal has a feral air and more vicious claws and teeth, a rose bush is darker in hue, slightly shriveled, and has excessive thorns.

Once an observer has either seen a character's shadow moving independently, or has observed the touch of shadow in an image or item, she can attempt a DC 15 Knowledge (arcana) or Knowledge (the planes) check, or a DC 25 bardic knowledge or Knowledge (religion) check. Success identifies the mystery user for what he is or the item or creature as something tainted by the Plane of Shadow.

Although it is difficult, mysteries might be revealed as magic by spells such as *detect magic*. Mysteries register as belonging to the school of magic whose effects they most closely resemble.

MYSTERY DESCRIPTIONS

Mysteries descriptions include many of the elements of spell descriptions (discussed in Chapter 10 of the *Player's Handbook*). Other parts of the standard mystery format are new or altered, and are covered below.

PATH CATEGORY, PATH NAME

On the line below the mystery's name, the mystery's path category (apprentice, initiate, or master) and path name are presented. If a mystery is a fundamental, only the word "Fundamental" appears on this line.

LEVEL/SCHOOL

This line gives the mystery's level, school, subschool, or descriptor. Creatures that have immunities, vulnerabilities, or special bonuses against a particular school, subschool, or descriptor of a spell have the same characteristics against a mystery of that school, subschool, or descriptor.

DESCRIPTIVE PASSAGES

This part of the description provides hints about what the mystery looks, sounds, or feels like when it is cast or activated. The text here describes the mystery from the caster's or user's view. These descriptive passages are not binding rules. A grand gesture mentioned in a mystery's descriptive passage (representing the somatic component) is unnecessary if a mystery user activates the mystery as a supernatural or spell-like ability. Even though a descriptive passage speaks of casting a mystery on another creature, it might be possible to cast the mystery in another manner (such as on the mystery user herself), depending on the mystery's target entry and the rules for spellcasting in the *Player's Handbook*.

SPELL RESISTANCE

Apprentice mysteries cast as supernatural abilities are not subject to spell resistance, regardless of what might appear on the spell resistance line of a mystery description.

FUNDAMENTAL MYSTERIES

Arrow of Dusk: Ray deals 2d4 nonlethal, ×3 crit.
Black Candle: As the spell *darkness* or *light*.
Caul of Shadow: Shadows grant deflection bonus to AC.
Liquid Night: Create ink by manifesting surrounding shadows.
Mystic Reflections: As the spell *detect magic*.
Shadow Hood: Subject takes –1 penalty on attack rolls and Dexterity-based checks.
Sight Obscured: +5 bonus on Hide, Sleight of Hand, or other checks to conceal your movements, actions, or presence.
Umbral Hand: As the spell *mage hand*, but can affect heavier objects and magic items.
Widened Eyes: Gain low-light vision.

MYSTERIES: SPELLS, SPELL-LIKE, AND SUPERNATURAL ABILITIES

Shadowcasters begin weaving their mysteries as spells, then develop them into spell-like abilities, and finally master them as supernatural abilities. These different kinds of effects have some, but not all, characteristics in common.

Spell-Like Abilities: Spell-like abilities are magical and work just like spells (although they are not spells and so have no verbal, somatic, material, focus, or XP components). They do not function in an *antimagic field* and are subject to spell resistance if the spell the ability resembles or duplicates would be subject to spell resistance.

Using a spell-like ability is a standard action unless otherwise noted, and doing so while threatened provokes attacks of opportunity. It is possible to make a Concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

Supernatural: Supernatural abilities are magical and do not function in an *antimagic field* but are not subject to spell resistance. Supernatural abilities cannot be dispelled or counterspelled, or used to counterspell. Using a supernatural ability is a standard action unless otherwise noted. Supernatural abilities might have a use limit or be usable at will, just like spell-like abilities. However, supernatural abilities do not provoke attacks of opportunity and never require Concentration checks.

The table below expands upon and supersedes Table 8–1 on page 290 of the *Dungeon Master's Guide*. Column A refers to spells, column B to spell-like abilities, and column C to supernatural abilities.

	A	B	C
Can be dispelled	Yes	Yes	No
Affected by *antimagic field*	Yes	Yes	Yes
Use provokes attacks of opportunity	Yes	Yes	No
Can be counterspelled	Yes	No	No
Requires somatic components	Yes	No	No
Subject to spell resistance	Yes	Yes	No

APPRENTICE PATH MYSTERIES

CLOAK OF SHADOWS

1 **Steel Shadows:** Gain +3 armor bonus and +3 shield bonus to AC.
2 **Sight Eclipsed:** Hide even when observed.
3 **Sharp Shadows:** Foes striking you take piercing damage.

DARK TERRAIN

1 **Carpet of Shadow:** Transform the ground into shadowstuff, impeding movement.
2 **Black Fire:** Create fire in several squares that deals cold damage.
3 **Clinging Darkness:** Root foes in place.

EBON WHISPERS

1 **Voice of Shadow:** As the spell *command*, but also affecting intelligent undead and constructs.
2 **Congress of Shadows:** Hold two-way conversation at a distance.
3 **Flicker:** Flash through several locations via conduits of shadow.

EYES OF DARKNESS

1 **Bend Perspective:** Change point of view, as though you were standing elsewhere.
2 **Piercing Sight:** Gain darkvision 60 ft. and see invisible creatures.
3 **Killing Shadows:** Gaze attack that deals damage.

SHUTTERS AND CLOUDS

1 **Dusk and Dawn:** Create an area of shadowy illumination.
2 **Shadow Skin:** Thicken your flesh with the power of shadow.
3 **Dancing Shadows:** Make subjects harder to hit.

TOUCH OF TWILIGHT

1 **Life Fades:** Deal nonlethal damage and cause fatigue.
2 **Flesh Fails:** Deal minor ability damage.
3 **Umbral Touch:** Deal damage and *slow* with a touch.

UMBRAL MIND

1 **Mesmerizing Shade:** Daze subject for 1 round or cause –1 penalty on attack rolls, checks, saves.
2 **Thoughts of Shadow:** Briefly enhance mental abilities.
3 **Afraid of the Dark:** Create a shadowy reflection of the subject that deals ability damage.

INITIATE PATH MYSTERIES

BLACK MAGIC

4 **Warp Spell:** Steal the energy of another caster's mystery or spell.
5 **Echo Spell:** Repeat a mystery or spell cast in the previous round.
6 **Flood of Shadow:** Casting in area is difficult; shadow mysteries and spells are empowered.

BODY AND SOUL

4 **Bolster:** Grant subject temporary hit points.
5 **Languor:** Shadows weigh subjects down.
6 **Shadow Investiture:** Grant subject cold resistance 15, evasion, and ability to see in darkness.

DARK REFLECTIONS

4 **Shadow Evocation:** Mimic evocation below 5th level, but only 20% real.
5 **Feign Life:** Animate objects and give them concealment.
6 **Shadow Evocation, Greater:** Mimic evocation below 7th level, but only 60% real.

EBON ROADS

4 **Step into Shadow:** Short-range travel through shadow.
5 **Pass into Shadow:** As the spell *plane shift*, but must involve the Plane of Shadow.
6 **Voyage into Shadow:** As the spell *shadow walk*, but faster.

ELEMENTAL SHADOWS

4 **Aura of Shade:** Subject is protected from cold and deals cold damage with attacks.
5 **Dark Air or Water:** As the spell *control winds* or *control water*.
6 **Shadow Storm:** Arcs of cold and electricity strike multiple targets.

UNBINDING SHADE

4 **Shadows Fade:** As the spell *dispel magic*.
5 **Unravel Dweomer:** As the spell *break enchantment*.
6 **Shadows Fade, Greater:** As the spell *greater dispel magic*.

VEIL OF SHADOWS

4 **Shadow Vision:** Subject takes penalties on most actions and has 50% miss chance.
5 **Curtain of Shadows:** Block line of sight and deal cold damage.
6 **Unveil:** Remove many adverse conditions.

NEW CONDITION: IMMOBILIZED

Several mysteries impose a condition not described in the *Player's Handbook* or the *Dungeon Master's Guide*: immobilized. An immobilized creature can attack and cast spells normally, but it cannot move from the square or squares that it is in. This condition does not prevent a creature from defending itself, nor does it cause a creature to lose its Dexterity bonus to Armor Class. Flying creatures that become immobilized in mid-flight can control their descent so that they do not take falling damage, but they are incapable of moving from their current square as long as the effect ends and automatically descend at a rate of 20 feet per round. Flying creatures with the ability to hover can maintain their initial altitude if they choose.

MASTER PATHS

BREATH OF TWILIGHT

7 **Life Fades, Greater:** As the mystery *life fades*, but more potent and affecting more subjects.
8 **Flesh Fails, Greater:** As the mystery *flesh fails*, but more potent and affecting more subjects.
9 **Ephemeral Storm:** Targets must save or die, success results in 5d6 damage.

DARK METAMORPHOSIS

7 **Ephemeral Image:** Create a shadow duplicate through which you can cast your magic.
8 **Umbral Body:** Transform into an incorporeal being of shadow.
9 **Shadow Time:** Act freely for 3 rounds.

EBON WALLS

7 **Prison of Night:** Entrap subject in a shadow prison.
8 **Tomb of Night:** Prison of shadow drains levels from subject inside.
9 **Consume Essence:** Slay creature and instantly reanimate it as a dark creature under your control.

EYES OF THE NIGHT SKY

7 **Truth Revealed:** As the spell *true seeing*, with additional, but possibly misleading, information.
8 **Far Sight:** As the spell *greater scrying*, in conjunction with the mystery *truth revealed*.
9 **Reflections of Things to Come:** Gain limited insight into the future.

HEART AND SOUL

7 **Dark Soul:** Compel a subject to attack a target of your choice.
8 **Soul Puppet:** As the spell *dominate monster*.
9 **Shadow Surge:** As the spell *dominate monster*, but affects multiple targets for 1 round.

SHADOW CALLING

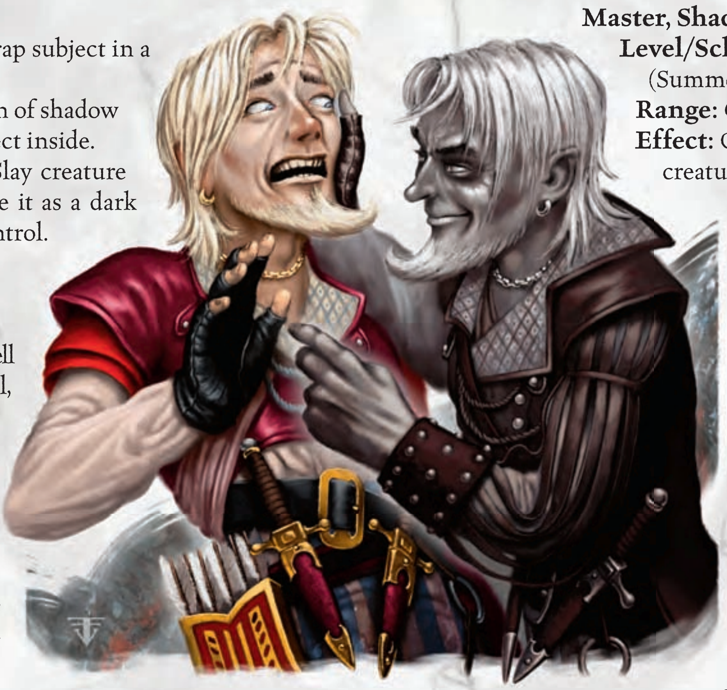
7 **Summon Umbral Servant:** Summon shadow elementals to serve you.
8 **Shadow Plague:** A cloud of shadow energy deals 4d6 cold damage/round.
9 **Army of Shadow:** Summon shadow elementals to serve you.

AFRAID OF THE DARK

Apprentice, Umbral Mind
Level/School: 3rd/Illusion (Mind-Affecting, Shadow)
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

A shadowy image of your foe appears before him and reaches out to clutch him before vanishing.

You draw forth a twisted reflection of your foe from the Plane of Shadow. The image unerringly touches the subject, causing Wisdom damage equal to 1d6 points +1 point per four caster levels (maximum +5). A Will saving throw halves the Wisdom damage.



Afraid of the dark brings forth a shadowy duplicate that attacks your enemy's will

Illus. by F. Vohwinkel

ARMY OF SHADOW

Master, Shadow Calling
Level/School: 9th/Conjuration (Summoning)
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One or more summoned creatures, no two of which are more than 30 ft. apart
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

Reality seems to tear open, revealing a dark rift. From the blackness, a shadow elemental emerges. The first of many, it is ready to serve.

This mystery functions like the spell *summon monster I*, except as noted here. You can summon one elder, two greater, four Huge, or eight Large shadow elementals.

ARROW OF DUSK

Fundamental
Level/School: 1st/Evocation
Range: Medium (100 ft. + 10 ft./level)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

A bolt of shadow springs from your hand, draining vitality where it strikes.

You must succeed on a ranged touch attack to deal 2d4 points of nonlethal damage to the target. If you score a critical hit, triple the damage.

AURA OF SHADE

Initiate, Elemental Shadows
Level/School: 4th/Abjuration [Cold]
Range: Touch
Target: Creature touched
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The environment grows immediately more comfortable as you surround yourself with an aura of protective shadow.

You protect the subject from low temperatures and cold energy with a thin layer of that energy's shadowy reflection. This grants the subject immunity to normal extremes of temperature and absorbs cold damage from attacks and effects. When an *aura of shade* absorbs a total of 12 points of cold damage per caster level (maximum 120), it expires.

For as long as the *aura* is active, the subject's weapon or natural weapon melee attacks deal an extra 1d6 points of cold damage.

BEND PERSPECTIVE

Apprentice, Eyes of Darkness
Level/School: 1st/Divination (Scrying)
Range: Personal
Target: You
Duration: 1 minute/level (D)

You send your vision through shadows and into planar reflections, altering your point of view.

You view the world as though you were standing in a different spot, up to a maximum distance of 25 feet plus 5 feet per two caster levels. You cannot see through solid objects. You can, however, look around corners or over barriers, obtain a bird's-eye view of your area, and the like. Essentially, you shift your perspective as though you were located at any spot in range to which you have line of effect.

You can switch back and forth between your own eyes and your alternate viewpoint as a swift action. You can move your alternate perspective, as in the spell *arcane eye*. Its speed is only 10 feet per round, however, and every round of such movement decreases the mystery's duration by 1 minute (if you move the perspective in the last minute of the duration, you gain a few seconds of vision at the new position before the effect expires).

BLACK CANDLE

Fundamental
Level/School: 1st/Evocation [Light or Darkness]
Range: Touch
Target: Object touched
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

You draw on extraplanar shadow or banish existing shadows to let in the light.

This mystery functions like the spell *light* or the spell *darkness*. Only one of these two effects is possible per use, and you must decide which effect is desired when casting.

BLACK FIRE

Apprentice, Dark Terrain
Level/School: 2nd/Evocation [Cold]
Range: Close (25 ft. + 5 ft./2 levels)
Area: One 5-ft. square/level (S)
Duration: 1 round/level (D)
Saving Throw: Reflex negates; see text
Spell Resistance: Yes

You open a conduit to the Plane of Shadow, drawing its elements into the world and igniting a black fire on the ground.

You create a shapeable shadowy curtain of black flame that covers the affected squares. The fire deals 1d6 points of cold damage per two caster levels to any creature standing in an affected square at the beginning of each of your turns until the effect ends. In addition, the flame deals damage to any creature entering or passing through an affected square. *Black fire* burns only a few feet tall, so a creature can avoid the effect of the mystery by jumping or flying over the area.

BOLSTER

Initiate, Body and Soul
Level/School: 4th/Transmutation
Range: Touch
Target: Creature touched
Duration: 10 minutes/level or until discharged (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

By linking the creature touched and the Plane of Shadow, you temporarily trade some of its traits for more potent ones belonging to creatures of that shady realm.

You grant the subject 5 temporary hit points for each of its Hit Dice (maximum 75). For the duration of the effect, the subject's shadow grows larger than normal, and its movements are very slightly uncoordinated with those of the subject. An observer can notice this characteristic by making a DC 20 Spot check.

CARPET OF SHADOW

Apprentice, Dark Terrain
Level/School: 1st/Conjuration (Creation)
Range: Close (25 ft. + 5 ft./2 levels)
Area: One 5-ft. square/level (S)
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

The ground becomes rough and hazardous, the real floor superimposed with irregular terrain of the Plane of Shadow.

You cloak the ground with an uneven and hard to traverse surface. The terrain becomes difficult, meaning that each 5-foot square within the area costs double to move into. For instance, each light undergrowth square (normally costing 2 squares of movement to move into) now costs 4 squares of movement to move into. If you cast this mystery a second time on the same area (or a portion of the same area) while the first casting is still active, the second casting does not worsen the terrain further (although it would extend the duration of the effect on that area).

CAUL OF SHADOW

Fundamental
Level/School: 1st/Abjuration
Range: Personal
Target: You
Duration: 1 minute/level (D)

A shifting, whirling field of semisolid shadows and tiny rifts in the air rises around you.

Caul of shadow faintly darkens your form, but does not provide any bonuses on Hide checks or similar efforts. You gain a +1 deflection bonus to AC, with an additional +1 for every six caster levels (maximum bonus +4).

CLINGING DARKNESS

Apprentice, Dark Terrain
Level/School: 3rd/Conjuration (Creation)
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.-radius emanation (D)
Duration: 1 minute/level
Saving Throw: Reflex negates; see text
Spell Resistance: Yes

Shadow oozes out of the floors, the walls, even the air, filling the area with wisps of writhing blackness. Creatures within the area become coated in these clinging shadows.

Any creature within the area affected by this mystery, or that enters the area on its turn, must make a Reflex save or become immobilized (see page 140).

Each round on its turn, an immobilized subject can attempt a new saving throw to end the condition. Because of the subject's condition, this save is a full-round action (but does not provoke attacks of opportunity). If an immobilized subject succeeds on its save, it still needs to save again at the start of its next turn in order to avoid succumbing to the darkness again.

CONGRESS OF SHADOWS

Apprentice, Ebon Whispers
Level/School: 2nd/Divination [Mind-Affecting]
Range: 1 mile/level
Target: One living creature whose exact location is known to you, or one living creature you know well whose approximate location (within 100 ft.) is known to you
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You look toward your shadow and speak a few words knowing that some distance away, a subject hears them and might reply.

You speak, and your words appear in the mind of a distant creature. The message can consist of up to five words, plus one additional word per caster level. It cannot deliver command words for magic items, or in any other respect function as anything but normal speech. If the subject is where you believe it to be, the message is delivered. The subject recognizes the identity of the sender of the message if it knows you. The creature can then reply, using the same number of words that you used. The message cannot cross planar boundaries.

CONSUME ESSENCE

Master, Ebon Walls
Level/School: 9th/Necromancy [Death]
Range: Touch
Target: One living creature
Duration: Instantaneous, then 1 round/level (D); see text
Saving Throw: Will negates
Spell Resistance: Yes

You reach out and peel the subject's shadow away, then wrap it inside your own.

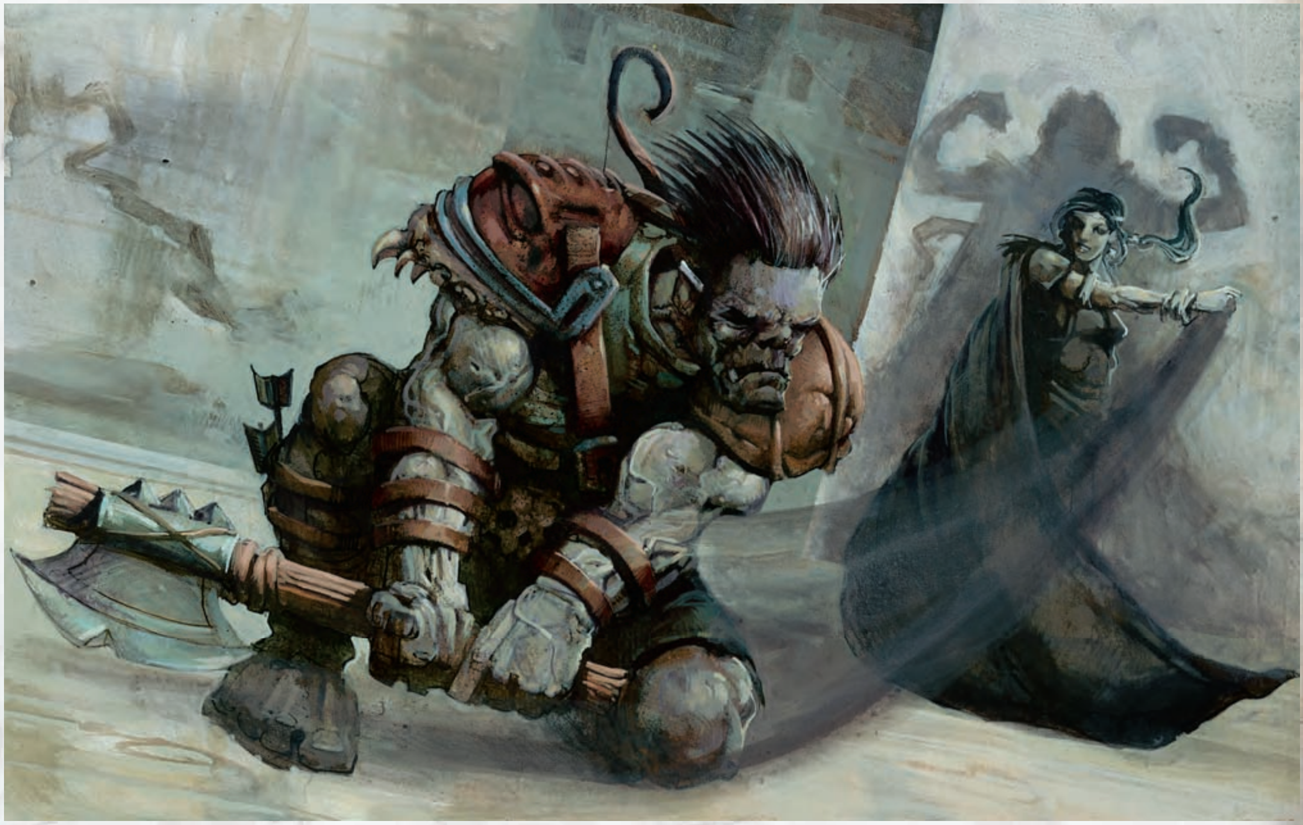
The target of this horrid mystery must succeed on a Will saving throw or die. If the creature succumbs to the mystery and dies, it immediately returns to life, gains the dark creature template, and is under your control. The creature remains in this state for 1 round per level, and then dies again.

CURTAIN OF SHADOWS

Initiate, Veil of Shadows
Level/School: 5th/Transmutation
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Shadowy wall whose area is up to one 10-ft. square/level (S)
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

You create a wall of frigid shadow that blocks vision and wracks all who pass through it with cold.

You create a wall of shadow that completely blocks line of sight. Any creature passing through the wall takes 1d6 points of cold damage per caster level (maximum 15d6).



By casting consume essence, Thanielle sucks the life out of her foe

Illus. by C. Critchlow

DANCING SHADOWS

Apprentice, Shutters and Clouds
Level/School: 3rd/Illusion (Glamer)
Range: Touch
Target: One creature/5 levels
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You draw the shadows around yourself or other subjects, where they waver and shift, partially obscuring form.

You grant subjects concealment. If you cast this mystery on a single subject, the shadows are thicker, and the subject gains total concealment. The spell *see invisibility* and the mystery *piercing sight* do not negate these miss chances, but the spell *true seeing* and the mystery *truth revealed* do.

DARK AIR OR WATER

Initiate, Elemental Shadows
Level/School: 5th/Transmutation [Air or Water]

Reaching out with your mind to the darkness attached to your soul, you infuse nature with shadow and compel it to do your will.

This mystery functions like the spell *control water* or *control winds*. You decide which version to use at the time of casting.

DARK SOUL

Master, Heart and Soul
Level/School: 7th/Enchantment (Compulsion) [Mind-Affecting]
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: Will negates; see text
Spell Resistance: Yes; see text

You open the subject's mind to the Plane of Shadow, altering its personality.

You turn the dark energies from the Plane of Shadow upon another creature, compelling it to act in ways that it normally would not. While this effect is active, you can use a standard action to focus the shadow energies on one living creature within 30 feet that you select. The creature must succeed on a Will saving throw (DC 17 + your Cha modifier) or immediately make a melee attack against one target within its reach.

DUSK AND DAWN

Apprentice, Shutters and Clouds
Level/School: 1st/Evocation
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.-radius emanation centered on a point in space
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: No

By drawing shade from the Plane of Shadow, or banishing the shadows back to it, you control the level of illumination in the area.

You make a dark area lighter or a light area darker, blanketing the affected area in shadowy illumination. Creatures with darkvision can see through this area normally.

ECHO SPELL

Initiate, Black Magic
Level/School: 5th/Universal
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Repeat a previously cast spell or mystery
Duration: See text
Saving Throw: See text
Spell Resistance: See text

Even as you recoil from your enemy's spell, you reach into the Plane of Shadow and draw forth the spiritual reflection of that spell. With a grin, you manifest it in the physical world and hurl it back at him.

You can "echo" a mystery or spell cast by anyone other than yourself, causing it to remanifest under your control. Both the caster and the effect must have been within *echo spell*'s range, and the entire casting must have occurred in the previous round. You choose the mystery or spell's target, and make any other choices involved in casting it. You cast the mystery or spell using your mystery user level (use your Cha modifier to determine the mystery or spell's DC; its duration, saves, and the like are as normal for that spell). You cannot echo a mystery or spell of a higher level than the highest-level mystery you can cast, and you can never echo a mystery or a spell of higher than 4th level.

EPHEMERAL IMAGE

Master, Dark Metamorphosis
Level/School: 7th/Illusion (Shadow)
Effect: One shadow duplicate
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

You detach your own shadow and animate it with extraplanar energies, creating a dark-hued, hazy duplicate of yourself.

This mystery functions like the spell *project image*, except as noted above. In addition, the image that you project has concealment unless it is in direct sunlight or within the area of a *daylight* spell.

EPHEMERAL STORM

Master, Breath of Twilight
Level/School: 9th/Evocation
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature/2 levels, no two of which are more than 20 ft. apart
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

The air explodes with shadowy tendrils that slice like blades.

Targets of *ephemeral storm* must make a Fortitude save or die. Those who succeed take 5d6 points of damage.

FAR SIGHT

Master, Eyes of the Night Sky
Level/School: 8th/Divination (Scrying)
Range: See text
Effect: Magical sensor
Duration: 1 minute/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

You alter your perceptions to see through any shadow, anywhere.

Far sight is similar to the spell *greater scrying*, with the modifications described here. *This mystery* allows you to see the subject's true essence, as with the *truth revealed* mystery.

FEIGN LIFE

Initiate, Dark Reflections
Level/School: 5th/Transmutation
Range: Medium (100 ft. + 10 ft./level)
Target: One Small object per caster level; see text
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

You infuse one or more small objects with shadowstuff, causing them to animate at your command.

This mystery functions like the spell *animate objects*, but the items grow dark and warped, becoming more sharp-edged and appearing slightly worn or decayed for the duration of the effect. In addition, objects animated by this mystery benefit from concealment.

FLESH FAILS

Apprentice, Touch of Twilight
Level/School: 2nd/Necromancy
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You open your enemy to the darkness, trading his physical attributes for weaker abilities belonging to creatures of shadow.

You deal either 4 points of Strength damage, 4 points of Dexterity damage, or 2 points of Constitution damage to the subject; you choose which kind of ability damage when you cast the mystery.

FLESH FAILS, GREATER

Master, Breath of Twilight
Level/School: 8th/Necromancy
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature/level in a 20-ft.-radius spread
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

Your foes suddenly find their bodies infused with shadowstuff, weakening them greatly.

This mystery functions like the mystery *flesh fails*, except that you can affect multiple subjects, and you deal either 6 points of Strength damage, 6 points of Dexterity damage, or 4 points of Constitution damage. You must deal the same kind of ability damage to all subjects.

FLICKER

Apprentice, Ebon Whispers
Level/School: 3rd/Conjuration (Teleportation)
Range: Personal
Target: You
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You flash through the conduits and pathways of the Plane of Shadow, manifesting in multiple locations in the real world.

Once per round, as an immediate action, you can instantly transfer yourself from your current location to any other spot within a distance of 5 feet per two caster levels. You always arrive at exactly the spot desired—just as with the spell *dimension door*. If you cast *flicker* in response to an attack against you, the strike has a 50% miss chance.

FLOOD OF SHADOW

Initiate, Black Magic
Level/School: 6th/Abjuration
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.-radius spread
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: See text

You inundate the area with strange energies from the Plane of Shadow, warping the effects of magic.

A flood of mystical shadow-power renders casting more difficult. To cast most spells while in, or into, an area affected by *flood of shadow*, the caster must succeed on a Spellcraft check (DC 15 + spell level), or the spell is lost with no effect.

Mysteries or any spells of the shadow subschool can be cast within or into the affected area without making the Spellcraft check. In addition, if a mystery or a spell of the shadow subschool originates in an area affected by *flood of shadow*, its variable numerical effect is increased by 50% (as if it was empowered), although its level does not increase.

KILLING SHADOWS

Apprentice, Eyes of Darkness
Level/School: 3rd/Transmutation
Range: 30 ft.
Effect: Cone
Duration: Instantaneous
Saving Throw: Will half
Spell Resistance: Yes

Your eyes turn black and shoot forth a shadowy cone of punishment.

Creatures within a cone of *killing shadows* take 1d8 points of damage per caster level (maximum 10d8), or half that amount on a successful Will save.

LANGUOR

Initiate, Body and Soul
Level/School: 5th/Enchantment (Compulsion)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature or one creature/level, no two of which are more than 30 ft. apart; see text
Duration: 1 round/2 levels (D)
Saving Throw: Will negates
Spell Resistance: Yes

You channel shadowstuff into the subject's shadow, literally weighing him down under its weight.

Languor functions like either the spell *slow* or the spell *hold monster*. You choose which version you want before the effect begins. If you choose *hold monster*, the mystery can affect only one subject.

LIFE FADES

Apprentice, Touch of Twilight
Level/School: 1st/Necromancy
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

A wave of darkness washes over the subject, sapping his energy into the Plane of Shadow.

Your touch deals 1d6 points of nonlethal damage per caster level (maximum 5d6) and causes the subject to become fatigued for 1 round per caster level (a Fortitude save negates the fatigue). This mystery does not stack with itself, so a creature fatigued by one casting does not become exhausted by a second casting.

LIFE FADES, GREATER

Master, Breath of Twilight
Level/School: 7th/Necromancy
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature/level in a 20-ft.-radius spread
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

Draining shadows erupt around your foes, funneling their essence and energy into the Plane of Shadow.

Your touch deals 1d6 points of nonlethal damage per caster level (maximum 20d6) and causes the subject to become exhausted for 1 round per caster level (a Fortitude save reduces the damage by half and decreases the exhaustion to fatigue). This mystery does not stack with itself, so a creature fatigued by saving against one casting does not become exhausted by saving against a second casting.

LIQUID NIGHT

Fundamental
Level/School: 1st/Conjuration (Creation)
Range: Touch
Effect: A small quantity of ink
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

The shadows around your hand seem to weep, leaving a small puddle of dark tears.

You create a quantity of ink great enough for you to write approximately one page of text. It is not of sufficient quality to scribe spells. In darkness or shadowy illumination, the ink glows with red or yellow light that has the brightness of a candle. Water splashed on the ink causes it to wash away and cease glowing, but otherwise the ink continues to glow indefinitely.

MESMERIZING SHADE

Apprentice, Umbral Mind
Level/School: 1st/Enchantment (Compulsion) [Mind-Affecting]
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round
Saving Throw: Will partial
Spell Resistance: Yes

Shadows flicker before the eyes and in the mind of the subject creature, which suddenly seems to be disoriented.

Shadow flickers around the subject, distracting and dazing him. The subject can avoid the daze effect with a successful Will saving throw, but still takes a –1 penalty on attack rolls, checks, and saves.

MYSTIC REFLECTIONS

Fundamental
Level/School: 0/Divination
Range: Personal
Target: You
Duration: 1 round/level (D)

You peer slightly into the Plane of Shadow and can see the distortion in an object's shadow-self caused by the presence of magic.

This mystery functions like the spell *detect magic*, except as noted above. You can detect magic up to 30 feet away.

PASS INTO SHADOW

Initiate, Ebon Roads
Level/School: 5th/Conjuration (Teleportation)
Range: Touch
Effect: Creature touched, or up to eight willing creatures joining hands
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You break down the boundaries between worlds, opening a path into the Plane of Shadow.

This mystery functions like the spell *plane shift*, except that your destination or origination must be the Plane of Shadow.

PIERCING SIGHT

Apprentice, Eyes of Darkness
Level/School: 2nd/Divination
Range: Personal
Target: You
Duration: 1 minute/level (D)

You view the shadow reflection of the world around you, allowing you to penetrate darkness and mystical obstructions.

You can see invisible and ethereal creatures and objects as with the *see invisibility* spell. In addition, you gain darkvision out to 60 feet.

PRISON OF NIGHT

Master, Ebon Walls
Level/School: 7th/Conjuration (Creation)
Range: Close (25 ft. + 5 ft./2 levels)
Target: One Huge or smaller creature
Duration: 1 round/level (D)
Saving Throw: Fortitude negates; see text
Spell Resistance: Yes

You solidify extraplanar shadow, creating a solid prison of darkness.

This mystery immobilizes the subject in a prison of shadowstuff. This prison blocks both line of effect and line of sight to the creature inside it, and is impenetrable from the outside. The creature inside the prison takes 1d6 points of cold damage at the beginning of each round that it remains inside the prison.

Once each round as a standard action, a creature caught in the prison can attempt a Fortitude saving throw against the spell's original DC to break out of the prison. Success means that the creature can move out of the prison, and it fades to nothingness. Failure means that the creature takes 1d4 points of Constitution damage and remains trapped.

REFLECTIONS OF THINGS TO COME

Master, Eyes of the Night Sky
Level/School: 9th/Divination
Range: Personal
Target: You
Duration: 10 minutes/level or until discharged

Using the greatest of magic, you peer through the Plane of Shadow back into the Material Plane, and view shadows and reflections of events that have not yet happened.

This mystery grants you knowledge of what will occur (or at least what is likely to occur), granting you several benefits. You gain the uncanny dodge ability, a +10 insight bonus on initiative checks (you always get to act in a surprise round), and a +4 insight bonus to Armor Class.

In addition, you can discharge the energy of this mystery as an immediate action to cause an attack to miss you that would otherwise have been successful. You can declare that you are using this ability after the result of the attack roll is known, but you must do so before damage is determined. Using this ability discharges and ends the mystery.

You can also discharge the energy of this mystery as an immediate action to immediately reroll one failed saving throw. Using this ability discharges and ends the mystery.

SHADOW EVOCATION

Initiate, Dark Reflections
Level/School: 4th/Illusion (Shadow)

This mystery functions like the spell *shadow evocation*, except as noted above. In addition, this mystery can mimic an evocation spell of lower than 5th level (rather than 6th).

SHADOW EVOCATION, GREATER

Initiate, Dark Reflections
Level/School: 6th/Illusion (Shadow)

This mystery functions like the spell *greater shadow evocation*, except as noted above. In addition, this mystery can mimic an evocation spell of lower than 7th level (rather than 8th).

Illus. by E. Cox

SHADOW HOOD

Fundamental
Level/School: 0/Evocation
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: No

Swirling shadows manifest around your foe's head.

Swirling tendrils and bursts of mystic shadow distract the subject. It takes a –1 penalty on attack rolls and Dexterity-based checks.

SHADOW INVESTITURE

Initiate, Body and Soul
Level/School: 6th/Transmutation
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

You draw the subject's shadow to you and sculpt it into a new shape. The subject warps even as its shadow does.

You infuse the subject with the power contained in its own shadow. This grants the creature resistance to cold 15, the evasion ability, and the ability to see in darkness (even magical darkness such as that created by the spell *deeper darkness*).

SHADOW PLAGUE

Master, Shadow Calling
Level/School: 8th/Conjuration (Creation) [Cold]

This mystery functions like the spell *incendiary cloud*, except that it deals cold damage rather than fire damage.

SHADOW SKIN

Apprentice, Shutters and Clouds
Level/School: 2nd/Abjuration
Range: Personal
Target: You
Duration: 1 round or less; see text

Semisolid shadows rise up and serve as protectors, flickering around you and absorbing some of the damage you might otherwise have taken.

You can cast this mystery as an immediate action. You gain damage reduction according to your caster level (see table below). This DR lasts until the beginning of your next turn.

Caster Level	DR
Up to 4th	5/magic
5th–9th	10/magic
10th–14th	10/silver
15th–19th	15/silver
20th	15/—

SHADOW STORM

Initiate, Elemental Shadows
Level/School: 6th/Evocation [Electricity, Cold]
Range: Medium (100 ft. + 10 ft./level)
Targets: One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

From a sudden rift into the Plane of Shadow, a cold wind begins to blow. Torrents of shadow arc out, draining the life from nearby creatures.

This mystery creates a blast of electricity and cold energy, much like some of the most fearsome weather found on the Plane of Shadow. The storm strikes one target initially, then arcs to other targets.

The storm deals 1d6 points of damage per caster level (maximum 20d6). Half of this damage is electricity damage, and the other half is cold damage. After it strikes, the storm arcs (like the spell *chain lightning*) to a number of secondary targets equal to your caster level (maximum twenty). The secondary arcs each strike one target and deal half as much damage as the primary one did (round down).

SHADOW SURGE

Master, Heart and Soul
Level/School: 9th/Enchantment (Compulsion) [Mind-Affecting]
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to one living creature/level, no two of which are more than 30 ft. apart
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

You send the nearby souls plummeting into darkness, leaving their bodies empty vessels that follow your will.

This mystery functions like the spell *dominate monster*, except as noted above.

SHADOW TIME

Master, Dark Metamorphosis
Level/School: 9th/Transmutation
Duration: 1d4+4 rounds (apparent time); see text for *time stop*

This mystery functions like the spell *time stop*, except as noted above.

SHADOW VISION

Initiate, Veil of Shadows
Level/School: 4th/Transmutation
Range: Medium (100 ft. + 10 ft./level)
Target: One creature with an Intelligence of 3 or higher
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

The subject's vision overlaps the Plane of Shadow, causing him to see flickering images, areas of darkness, and other visual discrepancies with the material world.

H. Ed Cox
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Shadow storm wreaks havoc on the crew of a foundering ship

You impede the subject's vision and its ability to determine what's happening around it. The subject takes a –4 penalty on attack rolls, saves, ability checks, and skill checks. In addition, you have total concealment with respect to the subject (miss chance applies during each round of the duration).

SHADOWS FADE

Initiate, Unbinding Shade
Level/School: 4th/Abjuration
Range: Medium (100 ft. + 10 ft./level)
Target: One creature or object; or 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You reach into shadow and draw forth the reflection of active magic, merging it with that magic and causing them to cancel each other.

This mystery functions like the spell *dispel magic*.

SHADOWS FADE, GREATER

Initiate, Unbinding Shade
Level/School: 6th/Abjuration

This more potent version of the mystery *shadows fade* functions like the spell *greater dispel magic*.

SHARP SHADOWS

Apprentice, Cloak of Shadows
Level/School: 3rd/Abjuration
Range: Personal
Target: You
Duration: 1 minute/level (D)

You cloak yourself in sharp spikes of darkness. Although they are weightless and do nothing to impede you, your foes soon discover that they're not so lucky.

A creature striking you with its body or a handheld weapon takes 1d6 points of damage +1 point per caster level (maximum +15). A creature wielding a reach weapon, such as a longspear, is not subject to this damage if it attacks you. If the attacker has spell resistance, it applies to this effect (unless you used the mystery as a supernatural ability). Damage from *sharp shadows* is not considered magical for the purpose of overcoming damage reduction, and the effect is not considered a weapon for the purpose of spells such as *align weapon* or *magic weapon*.

SIGHT ECLIPSED

Apprentice, Cloak of Shadows
Level/School: 2nd/Illusion (Glamer)
Range: Personal
Target: You
Duration: 1 round/level (D)

You cloak yourself in shadow and shift the light that would reveal you into the Plane of Shadow.

While this mystery is in effect, you can attempt Hide checks even while being observed, just as if you had cover or concealment for the purpose of this determination.

SIGHT OBSCURED

Fundamental
Level/School: 0/Illusion (Glamer)
Range: Touch
Target: Creature touched
Duration: 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You cloak the subject and her movements in subtly shifting shadow.

This mystery grants a +5 circumstance bonus on Hide checks, Sleight of Hand checks, and any other checks that involve concealing the subject's actions or gestures.

SOUL PUPPET

Master, Heart and Soul
Level/School: 8th/Enchantment (Compulsion) [Mind-Affecting]
Range: Touch
Target: One living creature touched
Duration: 1 day/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

Tendrils of shadow creep from your fingers, through the Plane of Shadow, and into the soul of the subject by way of its own shadow. You now control the creature's actions as if it were a puppet.

The control granted by *soul puppet* follows the same mechanics as the spell *dominate monster*. Anyone observing the subject with the spell *true seeing*, the mystery *truth revealed*, or a similar ability sees tendrils of darkness extending a few feet from the subject before fading into nothingness. Similarly, anyone observing you while using similar abilities notices tendrils extending from your fingers, also fading into nothing.

STEEL SHADOWS

Apprentice, Cloak of Shadows
Level/School: 1st/Abjuration
Range: Personal
Target: You
Duration: 10 minutes/level (D)

Darkness coalesces about your body, forming a shadow-shape of armor and another that looks like a shield. Although they are as weightless as the air, you know they'll protect you as well as if they were made of steel.

Steel shadows grants you a +3 armor bonus and a +3 shield bonus to AC, but without weight, armor check penalty, arcane spell failure chance, or speed reduction. The effect is not a force effect, and attacks from incorporeal creatures ignore it.

STEP INTO SHADOW

Initiate, Ebon Roads
Level/School: 4th/Conjuration (Teleportation)
Range: Long (400 ft. + 40 ft./level)
Target: You and touched objects or other touched willing creatures
Duration: Instantaneous
Saving Throw: None and Will negates (object)
Spell Resistance: No and Yes (object)

You transport yourself through the Plane of Shadow to any spot within range. Your shadow stretches out from you until it reaches your chosen destination, passing through solid objects and moving independently of the ambient light. You appear to fall into your shadow at one end, and rise from it at the other.

This mystery functions like the spell *dimension door.*

SUMMON UMBRAL SERVANT

Master, Shadow Calling
Level/School: 7th/Conjuration (Summoning)
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

You summon a creature of shadow to serve you, calling it through the barriers between worlds.

This mystery functions like the spell *summon monster I*, except as noted here. You can summon one Huge, two Large, or four Medium or smaller shadow elementals.

THOUGHTS OF SHADOW

Apprentice, Umbral Mind
Level/School: 2nd/Transmutation
Range: Touch
Target: Creature touched
Duration: 1 minute/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You open the subject's mind to shadow, and the new perceptions it offers.

You grant the subject a +4 enhancement bonus to Intelligence, Wisdom, or Charisma. You decide which ability you are enhancing when you cast the mystery, and you may not later alter your choice.

TOMB OF NIGHT

Master, Ebon Walls
Level/School: 8th/Conjuration (Creation)

You temporarily banish your foe to the depths of shadow.

This mystery functions like the mystery *prison of night*, except that instead of taking Constitution damage upon failing a Fortitude saving throw to escape the prison, the creature gains one negative level. In addition, *tomb of night* deals 3d6 points of cold damage per round.

TRUTH REVEALED

Master, Eyes of the Night Sky
Level/School: 7th/Divination
Range: Personal
Target: You
Duration: 1 minute/level (D); see text

By focusing on the spiritual shadow of the world, you can see hidden truths.

At its most basic, this mystery functions like the spell *true seeing.* You can also, by concentrating on a particular creature or object for 1 minute or more, gain additional information on that subject. However, because of the distortion between worlds and the twisting effect of shadows, any additional information gained in this manner might be false or misleading.

Effect	Rounds Studied
Detect chaos	1
Detect evil	1
Detect good	1
Detect law	1
Detect magic	1
Detect thoughts	1
Determine subject's recent actions[1]	3
Discern lies	1
Learn subject's greatest fear	2
Learn subject's greatest love	2
Learn subject's name	2

[1] See what the subject did a number of minutes into the past equal to your caster level.

The table below indicates what other mystical effects can be duplicated with *truth revealed.* Concentrating on a specific target requires a substantial amount of time, during which you can only take move actions, and cannot focus on any other target. At the end of this period, the target makes a saving throw against the DC of *truth revealed* to resist the detection effect. Spell resistance applies to this further detection effect as well. You may not attempt any one effect on the same target more than once per use of *truth revealed.* Remember that these effects are in addition to the basic knowledge granted by *true seeing*, which occurs instantly and reliably.

UMBRAL BODY

Master, Dark Metamorphosis
Level/School: 8th/Transmutation
Range: Personal
Target: You
Duration: 1 round/level (D)

You become a being of shadow, rather than one of substance.

You gain the incorporeal subtype (see page 164) and all advantages and traits associated with it.

UMBRAL HAND

Fundamental
Level/School: 1st/Transmutation
Range: Close (25 ft. + 5 ft./2 levels)
Target: One unattended object weighing up to 5 lb./level
Duration: 1 round/level (D)
Saving Throw: Will negates (object)
Spell Resistance: No

You point your finger at a distant object, and the shadows seem to grasp and tug at it.

This mystery functions like the spell *mage hand*, except you can manipulate heavier objects and magic items. Magic items are allowed a saving throw to negate the effect. You need not concentrate on the effect, but you must direct it with your thoughts once each round (a free action), or the effect ends.

UMBRAL TOUCH

Apprentice, Touch of Twilight
Level/School: 3rd/Conjuration
Range: Touch
Target: Creature or creatures touched
Duration: 1 minute/level (D); see text
Saving Throw: Fortitude partial; see text
Spell Resistance: Yes

Darkness surrounds your hand, turning it into a deadly weapon.

Umbral touch infuses one of your hands with dark, shadowy energy, allowing you to make debilitating melee touch attacks. A successful strike deals 5d6 points of damage to a target, which must succeed on a Fortitude saving throw or also be *slowed*. While this mystery is active, you threaten an area as if you were armed and can make attacks of opportunity with your *umbral touch*.

This mystery completely occupies one of your hands, as if you were holding an object in that hand. If you have another open hand, you can cast other mysteries or spells normally, even those with a range of touch, but you cannot deliver another touch mystery or touch spell and make an attack with *umbral touch* in the same round.

This effect normally lasts for 1 minute per level, but each successful touch attack shortens the duration by 1 minute (allowing you to make one successful attack per level before the effect is discharged).

Irrin Coradran uses umbral body to become incorporeal before attacking

UNRAVEL DWEOMER

Initiate, Unbinding Shade
Level/School: 4th/Abjuration
Range: Close (25 ft. + 5 ft./2 levels)
Target: Up to one creature/level, all within 30 ft. of each other
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No

You open a conduit to the Plane of Shadow, leaching out the energy maintaining an ongoing magical effect.

This mystery functions like the spell *break enchantment*.

UNVEIL

Initiate, Veil of Shadows
Level/School: 6th/Divination
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Reaching into the shadow of the creature, you grasp the shadows of the deleterious things that affect it and tear them away.

This mystery immediately ends any of the following adverse conditions: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, immobilized, insanity, nauseated, sickened, stunned, and poisoned. In addition, it negates the effects of the mysteries *mesmerizing shade, shadow hood, and shadow between*, and cancels curses as the spell *remove curse*.

VOICE OF SHADOW

Apprentice, Ebon Whispers
Level/School: 1st/Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] or Necromancy; see text

Illus. by S. Prescott

Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

By speaking via a conduit through the Plane of Shadow, you deliver a commanding message.

This mystery functions like the spell *command*.

A second function is a necromancy effect. Undead and constructs that fail their saving throws against this effect are dazed for 1 round.

You can only use one version of this mystery in a single casting.

VOYAGE INTO SHADOW

Initiate, Ebon Roads
Level/School: 6th/Illusion (Shadow)
Range: Touch
Targets: Up to one touched creature/level
Duration: 1 hour/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

You and other creatures you touch enter the Plane of Shadow for a brief span, using it as a means of crossing great distances on the Material Plane.

This mystery functions like the spell *shadow walk*, except as noted here. Your movement rate on the Plane of Shadow is double that described by the spell. Further, upon reaching your destination, you can attempt a DC 30 Knowledge (the planes) check; success indicates that you appear exactly where you wish, rather than being shunted to a nearby space as per the spell. You need not leave the Plane of Shadow once you enter it, and this mystery can be used on the Plane of Shadow to travel rapidly.

WARP SPELL

Initiate, Black Magic
Level/School: 4th/Abjuration
Range: Close (25 ft. + 5 ft./2 levels)
Target: A spell or mystery cast by someone else
Duration: Instantaneous
Saving Throw: Will negates; see text
Spell Resistance: No

You reach out with shadowy energies, banishing your foe's spell or mystery into the Plane of Shadow while replacing it with its dark reflection.

You can cast this mystery as an immediate action to warp another caster's spell or mystery. In this case, *warp spell* must be used at the moment of the other caster's casting. To be successful, you must beat the other caster on an opposed caster level check (1d20 + caster level). If you do not, you have failed to take control of his spell or mystery, and it manifests normally.

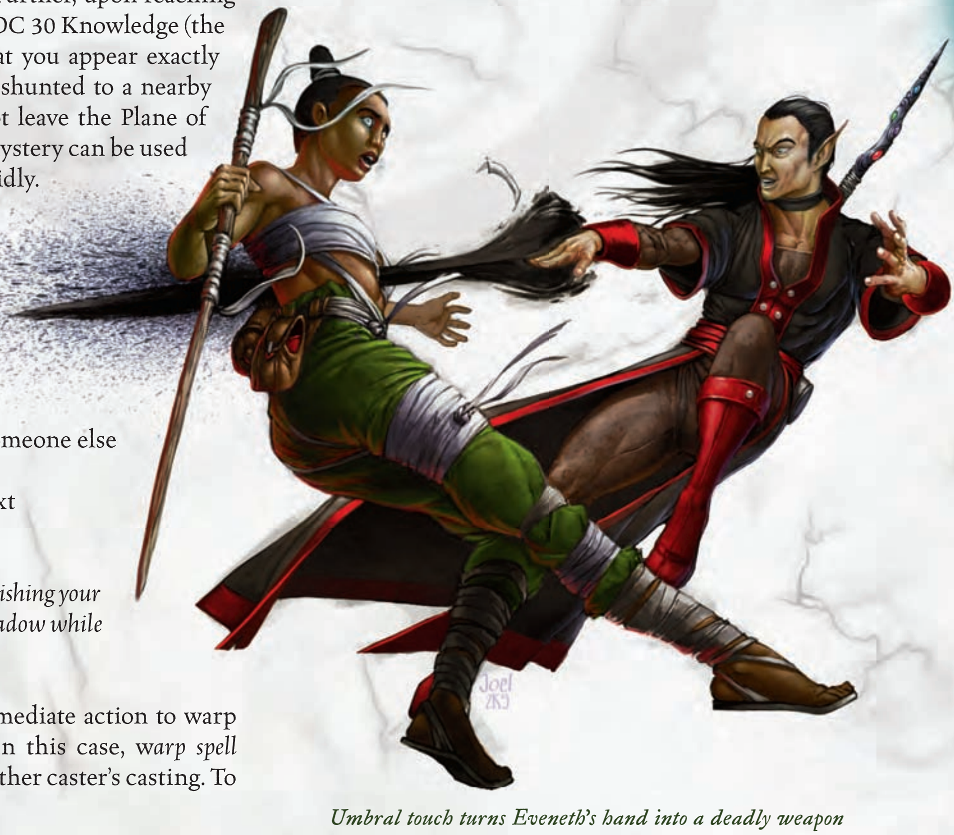
If you succeed on the opposed check, the other caster's mystery or spell is countered, as if you had used the counterspell action successfully, and you gain one additional use of an apprentice-path mystery that you know. You can keep this additional use until a later turn (requiring a standard action to activate), but it must be used within 1 hour or it is lost. You can also combine the activation of the additional spell or mystery with the immediate action required for the *warp spell* mystery itself, allowing you to cast the apprentice-path mystery out of turn.

WIDENED EYES

Fundamental
Level/School: 1st/Divination
Range: Personal
Target: You
Duration: 10 minutes/level (D)

You cover your eyes with a filter of shadow that channels and enhances incoming light.

You gain low-light vision, enabling you to see twice as far as a human in starlight, moonlight, torchlight, shadowy illumination, and similar conditions of poor illumination. If you already have low-light vision, these effects stack, enabling you to see four times as far as a human in poor illumination.



Umbral touch turns Eveneth's hand into a deadly weapon

Illus. by J. Thomas

SHADOW MAGIC ITEMS

Mystery users create magic items, and some even rival wizards for sheer quantity of item creation feats. The majority of the shadow magic items presented here were created by shadowcasters using various mysteries, but some are intended instead to oppose mystery users—and a rare few seem to have been the original creation of no mortal, but based on the designs of creatures of the Plane of Shadow.

SPELL COMPLETION AND SPELL TRIGGER ITEMS

In addition to new items, mystery users create their own potions, scrolls, staffs, and wands. These items function based on the mystery's level, and a mystery always functions like a spell when cast by an item, even if the caster level is high enough that a shadowcaster would use it as a supernatural ability.

The mystery user must know the mystery or mysteries he wishes to imbue in the item. The act of imbuing the item triggers the mystery; the creator loses one use of that mystery for the day, as though he had expended it. The mystery user must supply all the necessary materials for these items, and must have a quiet and well-equipped workspace. Creating an item requires one day per 1,000 gp of the base price, minimum one day. He must spend at least 8 hours working every day until the item is completed. In all respects, this process follows the standard rules for creating magic items (*DMG* 282–288).

Mystery users cannot use spell completion or spell trigger devices created by members of other classes, even if the spell has an effect similar to that of a mystery. For instance, a mystery user could not use a *wand of dispel magic*, even though that spell is functionally the same as the mystery *shadows fade*. The same is true in reverse; a wizard could not use a *wand of shadows fade*.

Traditionally, mystery users create staffs along path lines, although this is not a requirement. A staff might hold all the mysteries of a single path, or six mysteries representing two complete paths. It is also traditional—though again, not a mechanical requirement—for apprentice-path mysteries to require one charge, initiate-path mysteries to require two, and master-path mysteries to require three. Assuming this default, shadow magic staffs are normally priced as follows. (The price indicated is market price; cost to create is 1/2 market price, as normal.)

Table 2–9: Shadow Magic Staff Costs

Path(s)	Caster Level	Price
One apprentice	8th	30,000 gp
One initiate	11th	48,469 gp
One master	15th	69,375 gp
Two apprentice	8th	49,500 gp
Two initiate	11th	81,318 gp
Two master	15th	115,313 gp
One apprentice, one Initiate	11th	74,690 gp
One apprentice, one master	15th	104,063 gp
One initiate, one master	15th	112,500 gp

OTHER STANDARD MAGIC ITEMS

In addition to potions, scrolls, staffs, and wands, shadow magic-specific variants exist of various magic items that do not receive a full write-up in this section. These items function, and are priced, as indicated in the *Dungeon Master's Guide*.

METASHADOW ROD

This item grants its wielder access to a particular metashadow feat, usable three times a day. For instance, a *rod of empower mystery* allows the wielder to empower three mysteries per day. As with metamagic rods, metashadow rods come in three varieties: lesser (usable with fundamentals and apprentice path mysteries), normal (usable with initiate path mysteries), and greater (usable with master path mysteries).

Metashadow, Empower Mystery

Aura/Caster Level: Strong (no school). CL 17th.

Construction: Craft Rod, Empower Mystery; 4,500 gp, 360 XP, 9 days (lesser); 16,250 gp, 1,300 XP, 33 days (normal); 36,500 gp, 2,920 XP, 73 days (greater).

Price: 9,000 gp (lesser), 32,500 gp (normal), 73,000 gp (greater).

Metashadow, Enlarge Mystery

Aura/Caster Level: Strong (no school). CL 17th.

Construction: Craft Rod, Enlarge Mystery; 1,500 gp, 120 XP, 3 days (lesser); 5,500 gp, 440 XP, 11 days (normal); 12,250 gp, 980 XP, 25 days (greater).

Price: 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

Metashadow, Extend Mystery

Aura/Caster Level: Strong (no school). CL 17th.

Construction: Craft Rod, Extend Mystery; 1,500 gp, 120 XP, 3 days (lesser); 5,500 gp, 440 XP, 11 days (normal); 12,250 gp, 980 XP, 25 days (greater).

Price: 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

Metashadow, Line of Shadow

Aura/Caster Level: Strong (no school). CL 17th.

Construction: Craft Rod, Line of Shadow Mystery; 7,000 gp, 560 XP, 14 days (lesser); 27,000 gp, 2,160 XP, 54 days (normal); 60,750 gp, 4,860 XP, 122 days (greater).

Price: 14,000 gp (lesser), 54,000 gp (normal), 121,500 gp (greater).

Metashadow, Maximize Mystery

Aura/Caster Level: Strong (no school). CL 17th.

Construction: Craft Rod, Maximize Mystery; 7,000 gp, 560 XP, 14 days (lesser); 27,000 gp, 2,160 XP, 54 days (normal); 60,750 gp, 4,860 XP, 122 days (greater).

Price: 14,000 gp (lesser), 54,000 gp (normal), 121,500 gp (greater).

Metamagic, Quicken Mystery

Aura/Caster Level: Strong (no school). CL 17th.

Construction: Craft Rod, Quicken Mystery; 17,500 gp, 1,400 XP, 35 days (lesser); 37,750 gp, 3,020 XP, 76 days (normal); 85,000 gp, 6,800 XP, 170 days (greater).

Price: 35,500 gp (lesser), 75,500 gp (normal), 170,000 gp (greater).

Metamagic, Reach Mystery

Aura/Caster Level: Strong (no school). CL 17th.

Construction: Craft Rod, Reach Mystery; 7,000 gp, 560 XP, 14 days (lesser); 27,000 gp, 2,160 XP, 54 days (normal); 60,750 gp, 4,860 XP, 122 days (greater).

Price: 14,000 gp (lesser), 54,000 gp (normal), 121,500 gp (greater).

Metamagic, Still Mystery

Aura/Caster Level: Strong (no school). CL 17th.

Construction: Craft Rod, Still Mystery; 1,500 gp, 120 XP, 3 days (lesser); 5,500 gp, 440 XP, 11 days (normal); 12,250 gp, 980 XP, 25 days (greater).

Price: 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

NEW ARMOR SPECIAL MATERIAL: SHADOW SILK

This material is woven from shadow itself.

Description: *Shadow silk* is a very faint material, translucent and flimsy. It has the look and feel of deep black silk.

Activation: Shadow silk armor continually grants its wearer its benefits. In brighter light, it feels heavier and in areas of shadowy illumination or darkness, it feels lightweight and fluid.

Effect: The wearer of shadow silk armor moves more quietly and blends into shadow more effectively. It grants its wearer a +2 bonus on Hide and Move Silently checks.

Only armor that is made from cloth or leather can be crafted using shadow silk. Padded, leather, or hide armor can be made from the material. These shadow silk armors are treated as light armor. The maximum Dexterity bonus is increased by 2, and armor check penalties are lessened by 2 (to a minimum of 0). The arcane spell failure chance in areas of shadowy illumination or darkness is reduced by 15% (minimum 0%).

An item made from shadow silk weighs approximately one-quarter as much as the same item made from other materials. Armor fashioned from shadow silk is always masterwork; the masterwork cost is included in the prices given below.

Shadow silk armor has 10 hit points and hardness 1. The material knits itself back together in areas of shadowy illumination or darkness, restoring 1 hit point per round unless it is destroyed (hit points 0 or lower).

NEW WEAPON SPECIAL ABILITY: SHADOW STRIKING

Although mystery users are not normally martial combatants, they have developed the shadow striking weapon special ability to aid them and their companions in battle.

A shadow striking weapon takes on the properties of a creature it hits, developing the ability to overcome damage reduction.

Description: A shadow striking weapon is an unreflective jet black. It seems almost to ripple on occasion, like an object viewed under a thin layer of uneasy water. It is uncomfortably cold, but not painful, to the touch.

Prerequisite: The striking surface of a shadow striking weapon must be made of metal. Weapons that are made entirely of wood cannot be shadow striking. Bows, crossbows, and slings cannot benefit from the shadow striking ability, but metal ammunition can.

Activation: A shadow striking weapon automatically attunes itself to the target. When it strikes a target that has damage reduction, it adjusts itself to overcome the damage reduction of that creature.

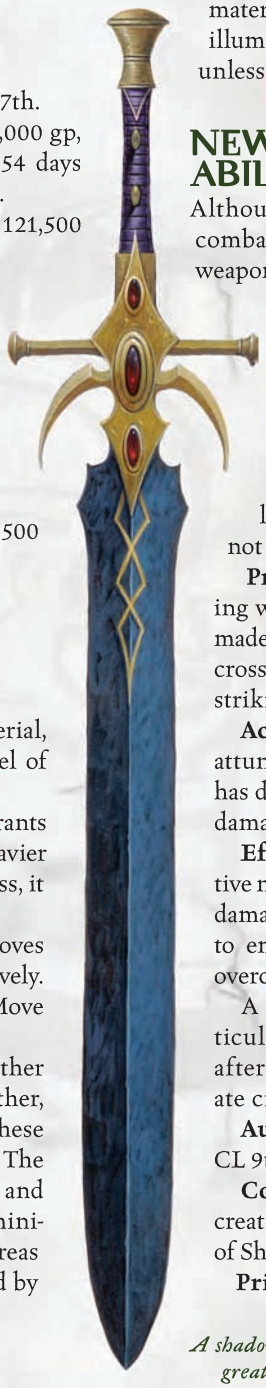
Effect: Shadow striking weapons draw on the reflective nature of shadow to alter their nature and overcome damage reduction. A shadow striking weapon can adjust to emulate any alignment or substance required to overcome damage reduction.

A shadow striking weapon's attunement to a particular sort of damage reduction fades 1d4 minutes after the last time it made contact with the appropriate creature.

Aura/Caster Level: Moderate universal (shadow). CL 9th.

Construction: Craft Magic Arms and Armor, creation of the weapon must take place on the Plane of Shadow.

Price: +3 bonus.



A shadow striking greatsword

Illus. by W. England

Shadow Silk	Armor	Maximum	Armor	Arcane Spell	Speed			
Armor	Cost	Bonus	Dex Bonus	Check Penalty	Failure Chance	(30 ft.)	(20 ft.)	Weight
Padded	1,500 gp	+1	+10	0	5% (light)/0% (shadow)	30 ft.	20 ft.	2.5 lb.
Leather	1,750 gp	+2	+8	0	10% (light)/0% (shadow)	30 ft.	20 ft.	4 lb.
Hide	2,500 gp	+3	+6	–1	20% (light)/5% (shadow)	30 ft.	20 ft.	5.5 lb.

RINGS AND WONDROUS ITEMS

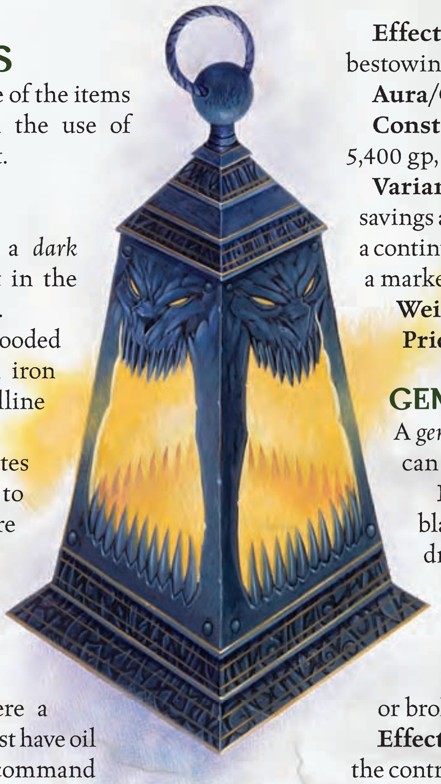
The following are just a sample of the items that can be created through the use of shadow magic—or to thwart it.

DARK LANTERN

Designed by shadowcasters, a *dark lantern* sheds a mystical light in the form of shadowy illumination.

Description: This item is a hooded lantern, constructed of black iron with mithral filigree. Its crystalline panels are tinted bright gold.

When lit, the lantern radiates shadowy illumination out to 60 feet. The light flickers more slowly than normal fire, and the crackle of the flames sounds more like plodding footsteps.



Dark lantern

Illus. by W. England

Activation: You strike a light within, just as if it were a normal lantern. The lantern must have oil or other fuel. You also speak a command word, such as "shadows" or "darkness." The activating process requires a full-round action. You can deactivate the lantern by opening it and blowing out the flame within (altogether a standard action).

Effect: A *dark lantern* sheds a mystic light that creates shadowy illumination, modifying the brightness of ambient light as well as spells of equal or lower level with the light or darkness descriptor.

Aura/Caster Level: Moderate evocation. CL 9th.

Construction: Craft Wondrous Item, *dusk and dawn*, 1,000 gp, 80 XP, 2 days.

Weight: 2 lb.

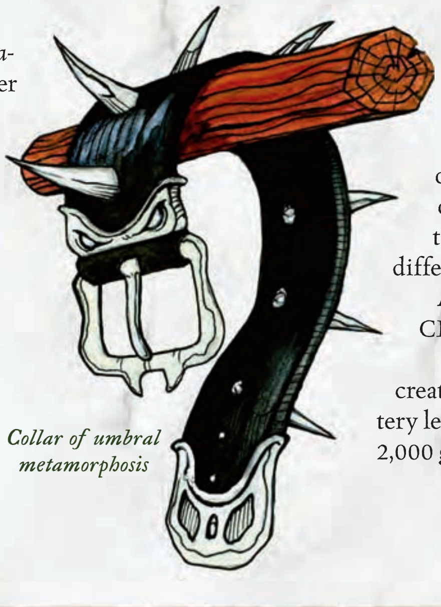
Price: 2,000 gp.

COLLAR OF UMBRAL METAMORPHOSIS

This collar temporarily transforms you into a creature of shadow.

Description: A *collar of umbral metamorphosis* is a thick collar of black leather studded with onyx spikes and closed with a tarnished silver clasp. When activated, it seems to disappear into your shadowy flesh.

Activation: A command word, such as "fade" or "darken," both activates and deactivates the collar. This requires a standard action. A collar functions for up to 10 minutes per day, divided up as you see fit (but each use counts as 1 minute, minimum).



Collar of umbral metamorphosis

Illus. by S. Roller

Effect: This item transforms you into a being of shadow, bestowing the dark creature template.

Aura/Caster Level: Moderate transmutation. CL 11th.

Construction: Craft Wondrous Item, *shadow investiture*, 5,400 gp, 432 XP, 11 days.

Variants: While some mystery users appreciate the cost savings associated with a command word item, others prefer a continuous *collar of umbral metamorphosis*. These items have a market price of 22,000 gp.

Weight: 1 lb.

Price: 10,800 gp.

GEM OF NIGHT

A *gem of night* is essentially a piece of solid shadow that can grow into a shadow elemental.

Description: The item appears to be a reflective black gemstone. It is a rough globe, covered in hundreds of tiny facets. It is vaguely cold to the touch and seems to absorb rather than reflect light.

Prerequisite: Anyone can benefit from a *gem of night*.

Activation: The gem must be crushed, smashed, or broken (a standard action).

Effect: The gem conjures a Large shadow elemental under the control of the creature that broke the gem. The elemental is banished back to the Plane of Shadow after 13 rounds.

Aura/Caster Level: Moderate conjuration. CL 13th.

Construction: Craft Wondrous Item, *summon umbral servant*, caster must begin with a gem mined or found on the Plane of Shadow, 750 gp, 60 XP, 2 days.

Weight: —.

Price: 1,500 gp.

ORB OF SHADOW

Mystery users prize *orbs of shadow* as wizards do *pearls of power*.

Description: An *orb of shadow* appears to be a black pearl of average size and unusual luster.

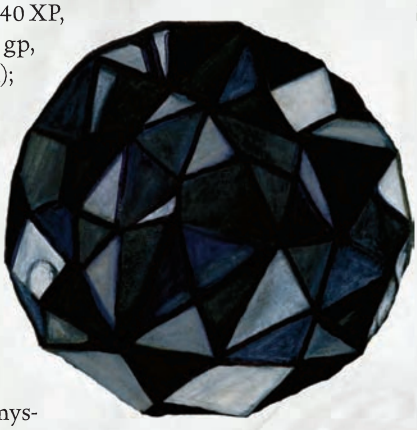
Activation: Once per day, you can speak a command word as a standard action to activate an orb. You must have the orb in your hand; drawing it out is a move action.

Effect: Like a *pearl of power*, this item allows a single extra use of a mystery, regardless of whether that mystery functions as a spell, spell-like ability, or supernatural ability. The mystery must be of a particular level, depending on the orb. Different orbs exist for recalling one mystery per day of each level from 1st through 9th and for the recall of two mysteries per day (each of a different level, 6th or lower).

Aura/Caster Level: Strong transmutation. CL 17th.

Construction: Craft Wondrous Item, creator must be able to cast mysteries of the mystery level to be recalled; 500 gp, 40 XP, 1 day (1st); 2,000 gp, 160 XP, 4 days (2nd); 4,500 gp, 360 XP, 9

days (3rd); 8,000 gp, 640 XP, 16 days (4th); 12,500 gp, 1,000 XP, 25 days (5th); 18,000 gp, 1,440 XP, 36 days (6th); 24,500 gp, 1,960 XP, 49 days (7th); 32,000 gp, 2,560 XP, 64 days (8th); 40,500 gp, 3,240 XP, 81 days (9th); or 35,000 gp, 2,800 XP, 70 days (two mysteries).


Gem of night

Variants: Some mystery users prefer to set an *orb of shadow* into a ring. In this case, you need never draw out the orb, but it occupies space on your body as a ring.

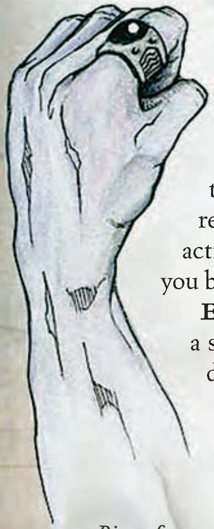
Weight: —.

Price: 1,000 gp (1st), 4,000 gp (2nd), 9,000 gp (3rd), 16,000 gp (4th), 25,000 gp (5th), 36,000 gp (6th), 49,000 gp (7th), 64,000 gp (8th), 81,000 gp (9th), or 70,000 gp (two mysteries).

RING OF NULLIFICATION

This ring protects you from one attack of almost any sort per day.

Description: A *ring of nullification* appears to be a plain band of dull metal with an onyx gem set in it. When activated, the onyx glows as brightly as a torch for an instant, then it darkens to jet black until the next midnight.


Ring of nullification

Activation: At any time, you can specify the type of attack against which the ring will protect you. Doing this requires a standard action. The ring then activates instantly and automatically should you be targeted by that sort of attack.

Effect: Once per day, the ring nullifies a single attack against you. You must have declared ahead of time what sort of attack will activate the ring. You can specify a type of damage ("the next time I take fire damage" or "the next time I take strength damage") or a method of attack ("the next time someone strikes me with a weapon" or "the next time someone casts a damaging spell on me"). The *ring* negates 20 points of hit point damage (or 2 points of ability damage) from the next specified attack. It then goes dormant for 24 hours.

Aura/Caster Level: Moderate abjuration. CL 10th.

Construction: Forge Ring, *aura of shade, shadow skin*, 1,600 gp, 128 XP, 4 days.

Price: 3,200 gp.

SHROUD OF NIGHT

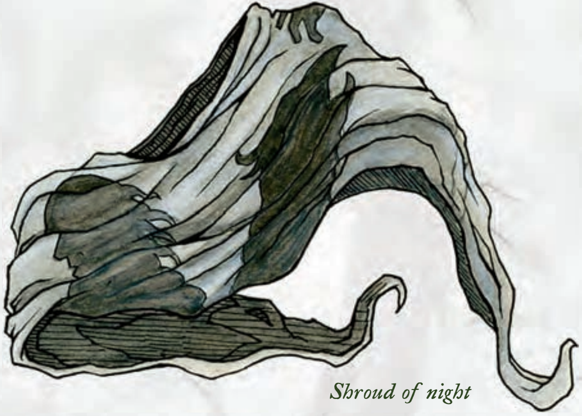
A *shroud of night* grants you a number of shadow-oriented defenses.

Description: A *shroud of night* is a very lightweight cloth, made of a thin, gossamer material. It is always black or dark gray. When worn, it ripples slightly even in the absence of any wind or movement. The shroud wraps about the shoulders but occupies space on the body as a vest, not as a cloak.

Activation: The deflection bonus is active constantly while the shroud is worn. Using *dancing shadows* or *shadow skin* requires a command word, such as "nightfall" or "obfuscate."

Effect: A *shroud of night* grants you a +2 deflection bonus to AC. It can also cast the mysteries *dancing shadows* and *shadow skin* each once per day, on you only.

Aura/Caster Level: Faint abjuration, illusion. CL 5th. Greater shroud: Moderate abjuration, illusion (shadow). CL 11th.


Shroud of night

Construction: Craft Wondrous Item, *dancing shadows, shadow skin, caul of shadow*, 5,080 gp, 407 XP, 11 days. Greater shroud: Craft Wondrous Item, *dancing shadows, shadow skin, caul of shadow, voyage into shadow*, 18,315 gp, 1,466 XP, 37 days.

Variants: A *greater shroud of night* grants a +3 deflection bonus, and also enables you to use *voyage into shadow* once per day (self only). To do so, you must utter a command word (such as "vanish") and wrap the shroud about yourself.

Weight: 1 lb.

Price: 10,160 gp.

Greater shroud: 36,630 gp.

Illus. by S. Roller

SHADOW MAGIC MONSTERS

The Plane of Shadow boasts dark "reflections" of just about every race to populate the Material Plane, as well as a number of its own unique inhabitants. Presented here is a small selection of new creatures.

DARK CREATURE

Dark creatures dwell on the Plane of Shadow, sometimes crossing into other planes where the barriers between dimensions are weak. Just as parts of the Plane of Shadow resemble a strange, distorted version of the Material Plane, dark creatures superficially resemble creatures from the Material Plane. Dark creatures are shadowy, more elusive, and spookier than their material counterparts. Gray and black are their most common colors, and they almost never boast bright hues such as white or yellow. Other creatures native to the Plane of Shadow exist that have stronger or weaker connections to the energies of the place (such as the shadow mastiff) and do not follow this template.

The examples below use a goblin, a lion, and an umber hulk as the base creatures.

DARK GOBLIN

Goblin, 3rd-Level Warrior
Small Humanoid (Extraplanar, Goblinoid)
Hit Dice: 3d8+3 (16 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14
Base Attack/Grapple: +3/–1
Attack: Morningstar +5 melee (1d6) or javelin +5 ranged (1d4)
Full Attack: Morningstar +5 melee (1d6) or javelin +5 ranged (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., hide in plain sight, resistance to cold 10, superior low-light vision
Saves: Fort +4, Ref +2, Will +0
Abilities: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6
Skills: Hide +13, Listen +2, Move Silently +11, Ride +4, Spot +4
Feats: Alertness, Weapon Focus (morningstar)
Environment: Plane of Shadow
Organization: Gang (4–9), band (10–100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (10–24 with worg mounts), or tribe (40–400 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 10–24 worgs, and 2–4 dire wolves)
Challenge Rating: 2
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +1

This little humanoid has a flat face, broad nose, pointed ears, wide mouth, and small, sharp fangs. Its skin is gray-green, and its hair a few shades darker. It walks upright, but its arms hang down almost to its knees.

Dark goblins are small humanoids that many consider little more than a nuisance. However, if they are unchecked, their great numbers, rapid reproduction, and evil disposition

COMBAT IN THE DARK

Shadowy illumination or darkness adds a different flair to combat. For those with impaired sight, combat becomes less certain; blows miss, and spells can't be targeted.

Page 164 of the *Player's Handbook* covers the topic of vision and light, but the information is worth reexamining because most of the creatures presented here will be encountered in darkness or shadowy illumination. Some, such as the ephemeral hangman and the shadow elemental, have the ability to provide their own.

In an area of bright light, all characters can see clearly. A creature can't use Hide in an area of bright light unless it is invisible, has cover, or has the hide in plain sight ability.

In an area of shadowy illumination, a character can see dimly. Creatures within this area have concealment relative to that character, if he or she doesn't have darkvision. Concealment has two main effects: The subject of a successful attack has a 20% miss chance, and creatures can make a Hide check to conceal themselves.

In areas of darkness, creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any Dexterity bonus to AC, takes a –2 penalty to AC, moves at half speed, and takes a –4 penalty on Search checks and most Strength and Dexterity-based skill checks.

Characters who have low-light vision (elves, gnomes, and half-elves) can see objects twice as far away as the given radius. Double the effective radius of bright light and of shadowy illumination for such characters. For example, a torch provides bright illumination to a radius of 40 feet (rather than 20 feet) for a character with low-light vision, and it provides shadowy illumination to a radius of 80 feet (rather than 40 feet). Characters who have superior low-light vision can see objects four times as far away as the given radius. Quadruple the effective radius of bright light and of shadowy illumination for such characters.

Characters who have darkvision (dwarves and half-orcs) can see lit areas normally as well as dark areas within 60 feet. A creature can't use Hide within 60 feet of a character who has darkvision unless it is invisible, has cover, or has the hide in plain sight ability.

enable them to overrun and despoil civilized areas. They're a common humanoid race in the Plane of Shadow and thrive in that environment.

A dark goblin stands 3 to 3-1/2 feet tall and weighs 30 to 35 pounds, a little bit lighter than its Material Plane counterpart. Its eyes are usually dull and glazed, varying in color from washed-out red to faint yellow. A dark goblin's skin color ranges from pale yellow or orange to a sickly red; usually all members of a single tribe are about the same color. Dark goblins wear clothing of gray leather, which tends to be drab and soiled.

Dark goblins speak Goblin; those with Intelligence scores of 12 or higher also speak Common.

Most goblins encountered outside their homes are warriors.

COMBAT

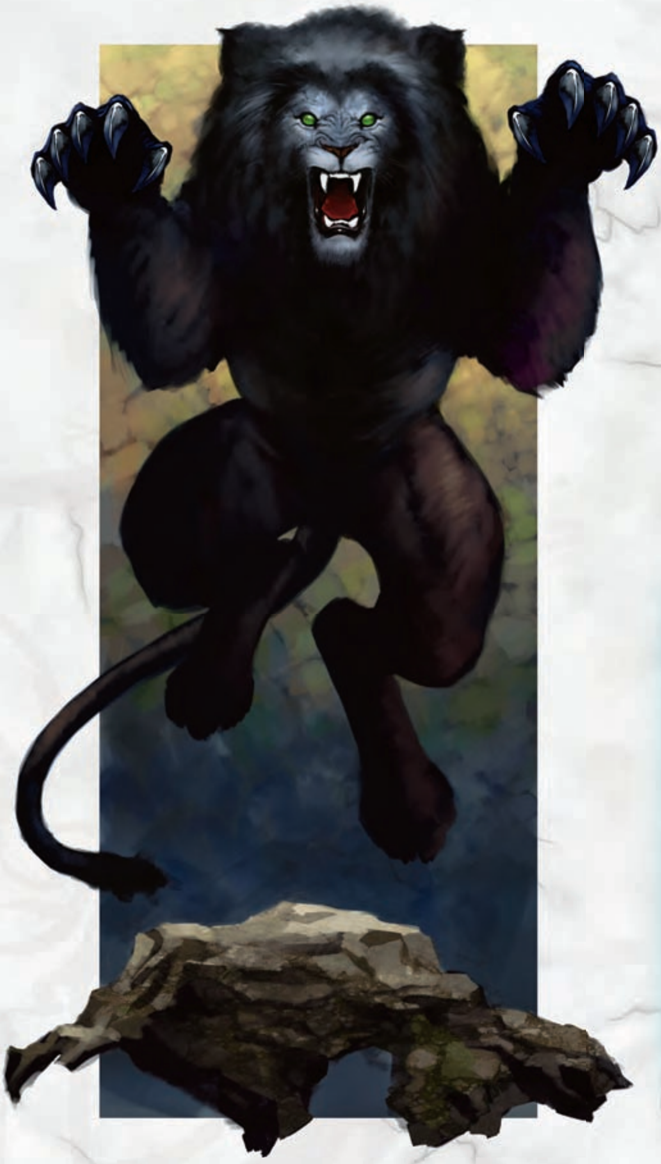
Being bullied by bigger, stronger creatures has taught dark goblins to exploit what few advantages they have: sheer numbers and malicious ingenuity. The concept of a fair fight is meaningless in their society. They favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise.

Dark goblins have a poor grasp of strategy and are cowardly by nature, tending to flee the field if a battle turns against them. With proper supervision, though, they can implement reasonably complex plans, and in such circumstances their numbers can be a deadly advantage.

Skills: Dark goblins have a +4 racial bonus on Move Silently checks and Ride checks. Dark goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Listen and Spot modifiers to +0 and +2 respectively.

DARK LION

Large Animal (Extraplanar)
Hit Dice: 5d8+10 (32 hp)
Initiative: +3
Speed: 50 ft. (10 squares)
Armor Class: 15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple: +3/+12
Attack: Claw +7 melee (1d4+5)
Full Attack: 2 claws +7 melee (1d4+5) and bite +2 melee (1d8+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, improved grab, rake 1d4+2
Special Qualities: Darkvision 60 ft., hide in plain sight, resistance to cold 10, scent, superior low-light vision
Saves: Fort +6, Ref +7, Will +2
Abilities: Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills: Balance +7, Hide +11*, Listen +5, Move Silently +17, Spot +5
Feats: Alertness, Run
Environment: Plane of Shadow
Organization: Solitary, pair, or pride (6–10)
Challenge Rating: 4



A dark lion

Treasure: None
Alignment: Usually neutral evil
Advancement: 6–8 HD (Large)
Level Adjustment: —

An enormous feline emerges from the darkness. Black, with a thick mane like a wreath of smoke, it looks as though it were made of the shadows from which it came.

COMBAT

Dark lions prefer to attack from surprise, and often use pack tactics. They rarely attack creatures more than one size category larger than they are, unless they have the advantage of numbers.

Pounce (Ex): If a dark lion charges a foe, it can make a full attack, including two rake attacks.

Improved Grab (Ex): To use this ability, a dark lion must hit with its bite attack. It can then attempt to start a grapple as

Illus. by F. Tsai

a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +7 melee, damage 1d4+2.

Skills: Dark lions have a +4 racial bonus on Balance checks, a +12 racial bonus on Hide checks, and a +10 racial bonus on Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +20.

DARK UMBER HULK

Large Aberration
Hit Dice: 8d8+35 (71 hp)
Initiative: +1
Speed: 30 ft. (6 squares), burrow 30 ft.
Armor Class: 18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17
Base Attack/Grapple: +6/+16
Attack: Claw +11 melee (2d4+6)
Full Attack: 2 claws +11 melee (2d4+6) and bite +9 melee (2d8+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Confusing gaze
Special Qualities: Darkvision 60 ft., hide in plain sight, resistance to cold 10, superior low-light vision, tremorsense 60 ft.
Saves: Fort +8, Ref +3, Will +6
Abilities: Str 23, Dex 13, Con 19, Int 11, Wis 11, Cha 13
Skills: Climb +12, Hide +9, Jump +5, Listen +11, Move Silently +7
Feats: Great Fortitude, Multiattack, Toughness
Environment: Plane of Shadow
Organization: Solitary or cluster (2–4)
Challenge Rating: 8
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment: —

BEHIND THE CURTAIN: DARK CREATURES

The dark template is designed to be simple and flavorful. You can easily apply it on the fly to add shadow-based creatures to the campaign. It's a simple, streamlined version of the shadow creature template (see *Manual of the Planes* page 190 and *Lords of Madness* page 167).

The dark creature template should either add +0 or +1 to a creature's CR. Some creatures won't gain much benefit from the template. For example, a white dragon already has darkvision, superior low-light vision, and immunity to cold. It gains a small increase to its already good speed and the ability to hide in plain sight. This template won't appreciably increase its CR. On the other hand, a creature such as a lion gains greater benefit and likely merits a +1 increase to its CR.

Its level adjustment is low, making it a reasonable cost for PCs. You might allow a player character with a strong connection to the Plane of Shadow to acquire this template in lieu of a class level.

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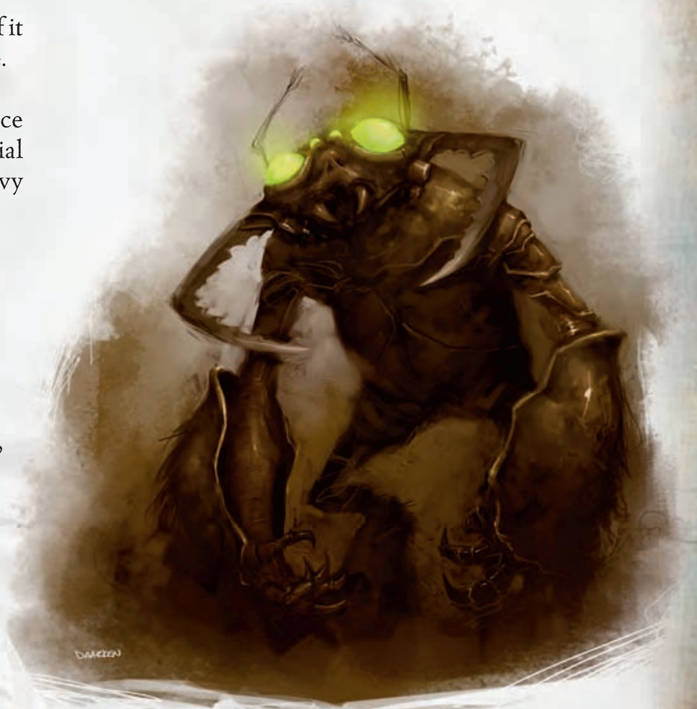


A dark umber hulk

This hulking, powerfully built creature looks something like a cross between a great ape and a beetle. The low, rounded head is dominated by a massive pair of mandibles and rows of triangular teeth. It has two big compound eyes like a beetle's, with two smaller eyes like an ape's in between. Black and gray armor plates cover virtually all of its chitinous body, whose scattered feelers resemble sparse hair.

Dark umber hulks are massive creatures that dwell deep beneath the earth of the Plane of Shadow. Ripping through rock as though it were light underbrush, they rampage continuously, leaving destruction in their wake. They are found most often under hills and mountains.

An umber hulk stands roughly 8 feet tall and measures nearly 5 feet across, weighing about 600 pounds. An umber hulk can burrow through solid rock at a speed of 5 feet. It does not leave a usable tunnel unless it chooses to do so.

Dark umber hulks speak Terran.

COMBAT

An umber hulk can deliver blows powerful enough to crush almost any enemy. In addition, its mandibles are strong enough to bite through armor or exoskeletons with ease.

Despite its great bulk, a dark umber hulk is intelligent. It uses lighting conditions to good advantage. If the combat occurs in darkness, a dark umber hulk focuses its gaze first on opponents who can obviously see it—those that have darkvision. In brighter conditions, it is even more of a danger because more creatures can see it and fall prey to its confusing gaze. When brute force won't overcome its enemy, it is more than capable of outthinking those who assume it to be a stupid beast. Umber hulks often use their tunneling ability to create deadfalls and pits for the unwary.

Confusing Gaze (Su): *Confusion* as the spell, range 30 feet, caster level 8th, Will DC 15 negates. The save DC is Charisma-based.

CREATING A DARK CREATURE

"Dark" is an acquired or inherited template that can be added to any creature (referred to hereafter as the base creature).

Dark creatures tend to be much duller in color, with more gray and black skin tones and hair highlights, than their Material Plane versions. In general, they also weigh less, as if part of their very substance was mere shadow stuff.

A dark creature has all the base creature's statistics and special abilities except as noted here.

Size and Type: Type and size are unchanged. Dark creatures encountered away from the Plane of Shadow have the extraplanar subtype.

Speed: As base creature, +10 feet to all modes of movement.

Special Qualities: A dark creature retains all the special qualities of the base creature and also gains the following.

— Darkvision 60 ft.

— Hide in Plain Sight (Ex): Use the Hide skill even while being observed (except in natural daylight, the area of a *daylight* spell, or a similar ettect).

— Resistance to cold 10.

— Superior low-light vision.

Skills: Same as the base creature, plus Hide +8 and Move Silently +6.

Environment: Changes to Plane of Shadow.

Challenge Rating: Same as the base creature or same as the base creature +1; see sidebar.

Alignment: Usually one step different from the base creature, rarely good.

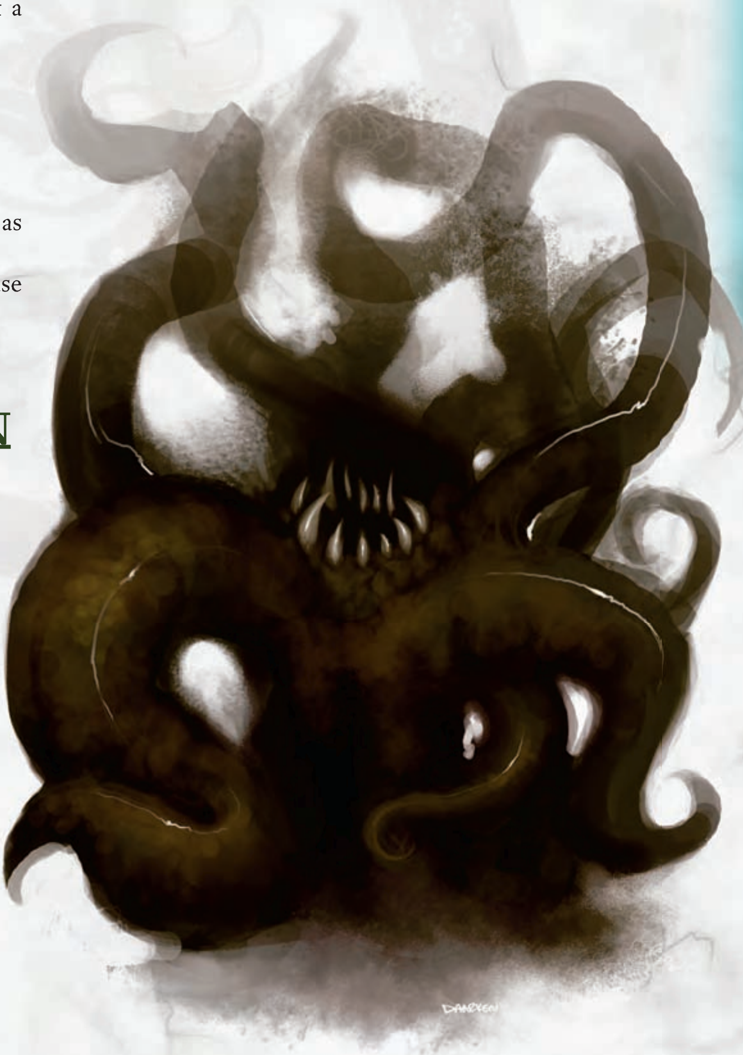
Level Adjustment: +1.

EPHEMERAL HANGMAN

Large Aberration (Extraplanar)
Hit Dice: 11d8+55 (104 hp)
Initiative: +7
Speed: 30 ft. (6 squares)
Armor Class: 20 (–1 size, +3 Dex, +8 natural), touch 12, flat-footed 17
Base Attack/Grapple: +8/+18
Attack: Tendril +14 (1d8+6 plus *slow*)
Full Attack: 4 tendrils +14 (1d8+6 plus slow) and bite +11 melee (2d6+3 plus slow)
Space/Reach: 10 ft./10 ft. (20 ft. with tendrils in shadowy illumination or darkness)
Special Attacks: Constrict 1d8+6 plus slow, improved grab, slow
Special Qualities: Blindsight 60 ft., darkvision 60 ft., regeneration 5, shadow pocket, step into shadow
Saves: Fort +8, Ref +6, Will +9
Abilities: Str 22, Dex 16, Con 20, Int 8, Wis 14, Cha 16
Skills: Hide +9*, Listen +9, Move Silently +13, Spot +9
Feats: Alertness, Improved Initiative, Multiattack, Weapon Focus (tendril)
Environment: Any underground or urban
Organization: Solitary
Challenge Rating: 7
Treasure: None
Alignment: Always chaotic evil
Advancement: 12–22 HD (Large); 23–33 HD (Huge)
Level Adjustment: —

From the shadowy passage extends a dark tentacle of inky blackness, seemingly too large to fit within the corridor. A second follows, then a third. Behind it, practically invisible in the darkness, is a trunklike body formed solely of writing tentacles.

An ephemeral hangman is an aberration born of shadow, an anomaly even among the strange creatures of the Plane of Shadow. It consists of dozens of black tendrils located around a central maw. It normally stands upright, presenting an appearance almost like that of a dark and animate tree, but it is capable of extending all its tendrils at once, spreading itself almost flat. Using its ability to enter places ordinarily



Ephemeral hangman

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inaccessible to a creature of its size, it hunts its prey—living beings, particularly children and others too small and weak to fight back.

No one is certain how the first ephemeral hangmen came into being, although some sages suggest that they were originally the "shadow selves" of a creature such as the roper somehow granted their own independent sentience.

An ephemeral hangman is about 12 feet tall when standing upright, and weighs nearly 1,000 pounds. These creatures speak rarely; when they do so, they use a dialect of Undercommon.

COMBAT

An ephemeral hangman is an ambush hunter. It prefers to lurk in dark areas that would ordinaily be too small for a creature of its size to enter, and then strike at unsuspecting prey. It dislikes bright light, which prevents it from using its regeneration, shadow pocket, and shadow step abilities, and it flees if confronted with sunlight or spells such as *daylight*.

Constrict (Ex): On a successful grapple check, an ephemeral hangman deals 1d8+6 points of damage.

Improved Grab (Ex): To use this ability, a hangman must hit a creature at least one size smaller than itself with its tendril attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and transfers the opponent to its mouth as a free action, automatically dealing bite damage. Alternatively, it can choose to constrict.

Regeneration: In areas of darkness or shadowy illumination, only spells with the light descriptor and *searing light* deal normal damage to an ephemeral hangman. If it loses a limb or a body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump. In areas of bright light, its regeneration ceases to function, and all attacks do normal damage.

Shadow Pocket (Su): In areas of darkness or shadowy illumination, an ephemeral hangman can fit into a space seemingly too small for it. It can fit into a single 5-foot square without taking any penalties for squeezing. It can squeeze into an even smaller space, down to a 2-1/2-foot square, but doing this imposes the standard penalties for squeezing through a space (*DMG* 29). When using its shadow pocket ability, an ephemeral hangman gains a +4 circumstance bonus on Hide checks (not factored into the statistics block).

If an ephemeral hangman is ever exposed to light brighter than torchlight or a *light* spell while using its shadow pocket ability, it is immediately shunted to the nearest open space large enough to hold it, taking 1d6 points of damage for every 5 feet so moved.

Step into Shadow (Su): In areas of darkness or shadowy illumination, three times per day an ephemeral hangman can use *step into shadow* as a shadowcaster of 11th level.

Slow (Su): Anyone who is struck or grappled by an ephemeral hangman must make a DC 18 Will save or be *slowed*, as the spell, for 2d6 rounds. The save DC is Charisma-based.

Skills: An ephemeral hangman has a +8 racial bonus on Hide and Move Silently checks. *It has a +4 circumstance bonus on Hide checks when making use of its shadow pocket ability.

GENIE, KHAYAL

Medium Outsider (Extraplanar)
Hit Dice: 8d8+40 (76 hp)
Initiative: +8
Speed: 30 ft. (6 squares), fly 40 ft. (perfect)
Armor Class: 19 (+4 Dex, +2 natural, +3 masterwork studded leather), touch 14, flat-footed 15
Base Attack/Grapple: +8/+10
Attack: Scimitar +12 melee (1d6+2/18–20) or shortbow +12 ranged (1d6/×3)
Full Attack: Scimitar +12/+7 melee (1d6+2/18–20) or shortbow +12/+7 ranged (1d6/×3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Sneak attack +3d6, spell-like abilities
Special Qualities: Darkvision 60 ft., elemental endurance, immunity to cold, improved finesse, *pass into shadow*, resistance to acid 5, electricity 5, fire 5, sonic 5, telepathy 100 ft.
Saves: Fort +11, Ref +10, Will +7
Abilities: Str 14, Dex 18, Con 20, Int 14, Wis 13, Cha 15
Skills: Bluff +12, Concentration +12, Craft (any) +12, Diplomacy +6, Escape Artist +14, Hide +14, Intimidate +14, Knowledge (the planes) +12, Listen +11, Move Silently +14, Sense Motive +11, Spot +11
Feats: Combat Casting, Combat Reflexes, Dodge, Improved Initiative^{B}, Weapon Finesse^{B}
Environment: Plane of Shadow
Organization: Solitary, company (2–4), or band (6–13)
Challenge Rating: 6
Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: 9–16 HD (Medium); 17–24 HD (Large)
Level Adjustment: +4

This being appears to be a muscled, wiry human. His skin is a dark and dusky gray; his beard, pants, and vest of deepest black. His eyes appear empty, naught but tunnels into the darkest night.

The khayal dwell apart from the rest of geniekind, whom they view with varying degrees of antipathy. They are particularly hostile toward the jann, with whom they have fought a hidden and sporadic war for eons. Just as the jann are genies formed of all four elements, sages postulate that the first khayal were elemental spirits that materialized outside the four elements. Lacking any form at all, they drifted around the periphery of genie society, until they finally bonded their emptiness with the shadow of the elements. Whether this theory is accurate or not, it is undeniable that the khayal consider themselves apart from others of their kind.

Khayal look down upon most other races, including humans and other humanoids. They think of these creatures as weak and delight in deceiving them. Deception is a fine art among the khayal, who seem to have dishonesty in their blood. They are consummate liars, but tradition demands that should a "lesser being" ever confront one of the khayal with irrefutable proof that the individual has lied to him, the genie must then perform a service for that individual in penance for being found out. Of course, some khayal cleave to this tradition with greater devotion than others. On occasion, the khayal offer to assist mortals who have impressed them—often with their own abilities at deception—or those with whom they share a common goal. In such circumstances, the khayal always assumes a leadership role, and might be surprised that the others don't simply accept him as superior.

Khayal are usually the size of tall humans. Each speaks Common, any one elemental language (Aquan, Auran, Ignan, or Terran), and any one alignment language (Abyssal, Celestial, or Infernal).

COMBAT

Khayal are courageous and swift combatants, confident of their prowess and easily offended. They consider the concept of a "fair fight" to be a ludicrous one and make frequent use of their spell-like abilities, sneak attacks, and ambush tactics. Khayal are willing to retreat in the face of a losing struggle, but they find flight humiliating and hold grudges against those who drive them to it.

Improved Finesse (Ex): Khayal can apply their Weapon Finesse feat to any weapon they wield one-handed, even if it is not normally a light weapon.

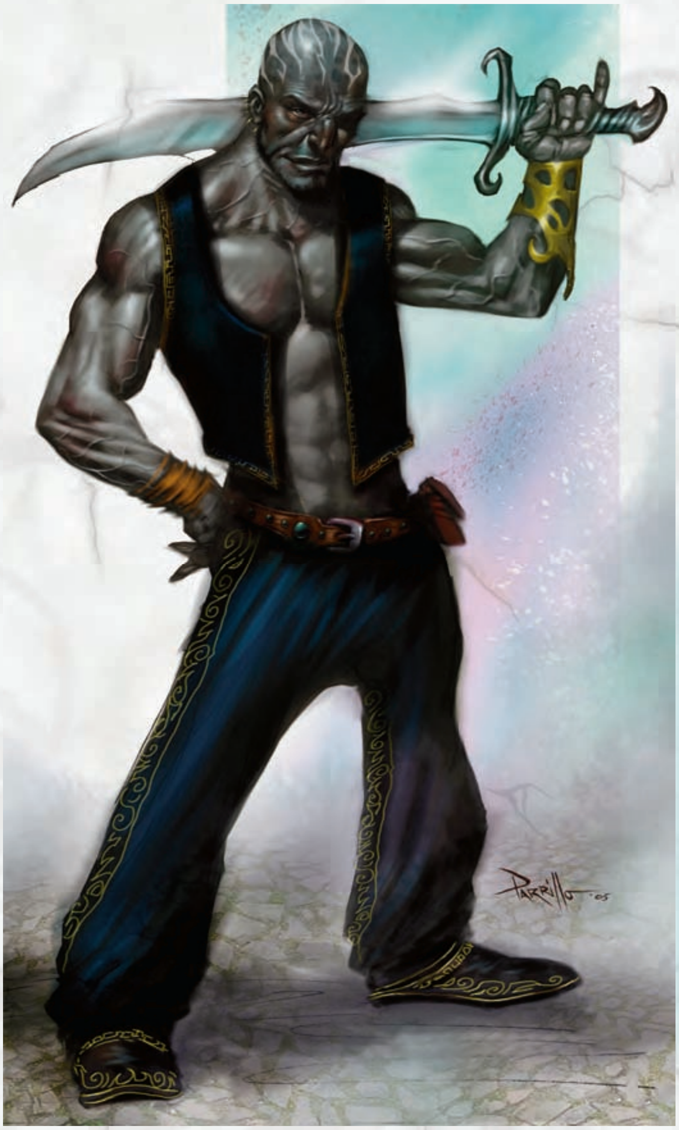
Shadow Bound (Su): Khayal cannot survive for long away from the Plane of Shadow. If a khayal ever spends more than 24 consecutive hours away from the Plane of Shadow, it takes 2 points of Constitution drain. For each additional hour beyond 24 hours that a khayal remains away from the Plane of Shadow, it takes another 2 points of Constitution drain.

Sneak Attack (Ex): Anytime a khayal's target is denied a Dexterity bonus, or when the target is flanked by the khayal, the khayal deals an additional 3d6 points of damage. See the rogue class feature of the same name (*PH* 50) for more details.

Spell-Like Abilities: At will—*black candle, pass into shadow*; 3/day—*dusk and dawn, sight eclipsed*; 2/day—*bolster* (DC 15); 1/day—*umbral body* (1 hour duration). Caster level 8th.

KHAYAL SOCIETY

Most khayal make their homes in the City of Onyx on the Plane of Shadow. This is a community of twisted spires and high minarets, protruding in all directions and paying no heed to the laws of architecture or physics. The Malik al-Khayal, the King of Shadows, rules the khayal from the Grand Palace of Endings. The city's marketplaces bustle with all manner of races and travelers, individuals who make use of the Plane of Shadow as a byway between other planes, but the center of the city is off limits to nonkhayal.



Khayal genie

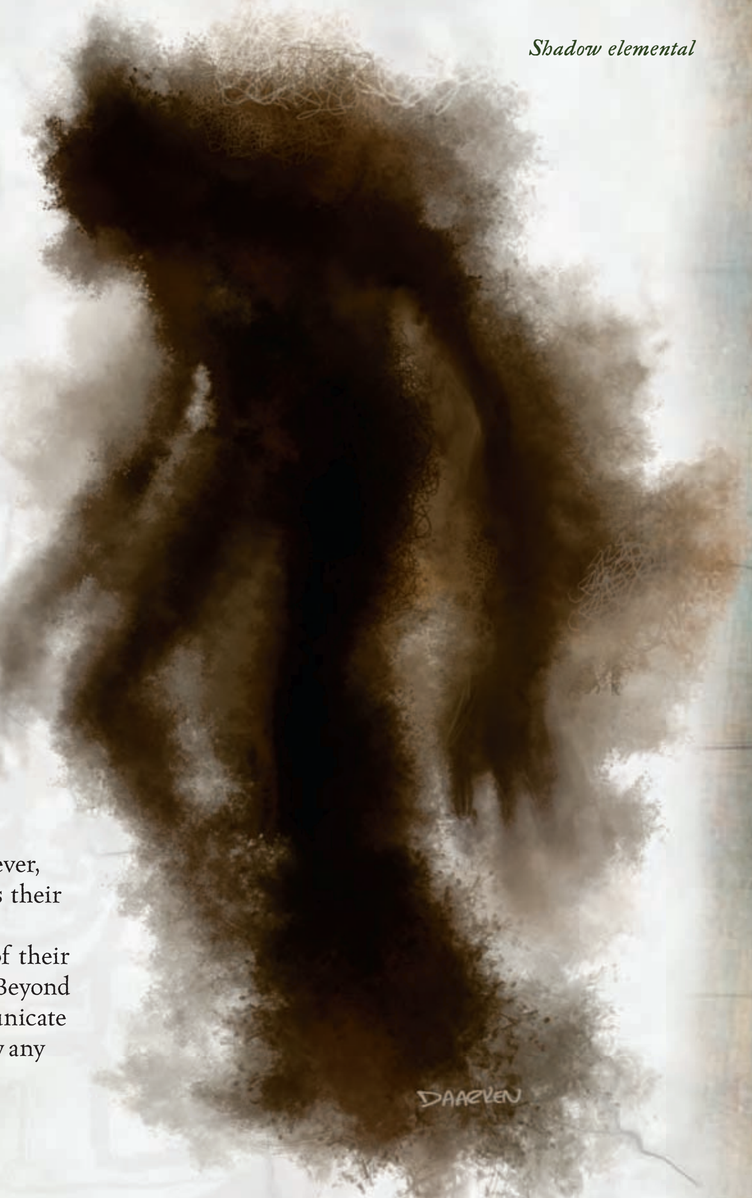
The khayal penchant for deception does not extend to their own race. A khayal thinks nothing of deceiving a human, an elf, or a member of one of the other genie races, but he never lies to another khayal. Gender is a relative nonissue among the khayal; the City of Onyx makes few distinctions between its male and female citizens.

Other khayal communities exist across the Plane of Shadow. They operate on similar principles, although their rulers usually claim the title of emir. Nobody but the true king can claim the title of malik.

Illus. by L. Parrillo

SHADOW ELEMENTAL

The shadows coalesce into a single point of pulsing animated darkness. Trailing smoky wisps of gloom, the vague form moves soundlessly closer, draining the light as it passes.



Shadow elemental

Shadow elementals are creatures of living shade, brought into being from the stuff of the Plane of Shadow. Appearing as nebulous forms of ever-shifting gloom, they lash out at living creatures with smoky tendrils as insubstantial as the darkness.

These elusive creatures rarely roam the Material Plane of their own free will; when they do, it is almost exclusively deep underground, where light has never touched. More frequently, they manifest as servants summoned from the Plane of Shadow. Although they are not harmed by light, it causes them considerable discomfort, and they do all they can to escape or snuff out the hateful illumination. Similarly, shadow elementals find the presence of living beings not native to shadow to be disturbing, although not nearly to the same extent as they do light itself. When not under a summoner's control, they make every effort to extinguish light and life both. They are as obedient as any elemental when summoned, however, so most shadow elementals only behave as evilly as their masters permit.

Shadow elementals understand the commands of their summoners, regardless of what language they speak. Beyond this, however, these creatures never seem to communicate in any manner, and it is unknown whether they know any language at all.

THE INCORPOREAL SUBTYPE

Creatures that are out of phase with the Material Plane might possess the incorporeal subtype. The details of this subtype are presented below, and supersede the descriptions in the *Dungeon Master's Guide* and the *Monster Manual*.

Incorporeal Subtype: Some creatures are incorporeal by nature, while others (such as those that become ghosts) can acquire the incorporeal subtype. An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It has immunity to all nonmagical attack forms. Even when hit by spells, including touch spells or magic weapons, it has a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as *magic missile,* or attacks made with ghost touch weapons). Nondamaging spell attacks affect incorporeal creatures normally unless they require corporeal targets to function (such as the spell *implosion*) or they create a corporeal effect that incorporeal creatures would normally ignore (such as a *web* or *wall of stone* spell). Although it is not a magical attack, a hit with holy water has a 50% chance of affecting an incorporeal undead creature.

An incorporeal creature's natural weapons affect both incorporeal and corporeal targets, and pass through (ignore) corporeal natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Attacks made by an incorporeal creature with a nonmagical melee weapon have no effect on corporeal targets, and any melee attack an incorporeal creature makes with a magic weapon against a corporeal target has a 50% miss chance, except for attacks it makes with a ghost touch weapon, which are made normally (no miss chance).

Any equipment worn or carried by an incorporeal creature is also incorporeal as long as it remains in the creature's possession. An object that the creature relinquishes loses its incorporeal quality (and the creature loses the ability to manipulate the object). If an incorporeal creature uses a thrown weapon or a ranged weapon, the projectile becomes corporeal as soon as

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	Shadow Elemental, Small Small Elemental (Extraplanar, Incorporeal)	Shadow Elemental, Medium Medium Elemental (Extraplanar, Incorporeal)	Shadow Elemental, Large Large Elemental (Extraplanar, Incorporeal)
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
Initiative:	+4	+5	+6
Speed:	Fly 40 ft. (perfect) (8 squares)	Fly 40 ft. (perfect) (8 squares)	Fly 40 ft. (perfect) (8 squares)
Armor Class:	12 (+1 size, +1 deflection), touch 12, flat-footed 12	12 (+1 Dex, +1 deflection), touch 12, flat-footed 11	12 (–1 size, +2 Dex, +1 deflection), touch 12, flat-footed 10
Base Attack/Grapple:	+1/–3	+3/+3	+6/+10
Attack:	Incorporeal touch +2 melee (1d4 plus 1d4 cold)	Incorporeal touch +4 melee (1d6 plus 1d6 cold)	Incorporeal touch +7 melee (1d8 plus 1d8 cold)
Full Attack:	Incorporeal touch +2 melee (1d4 plus 1d4 cold)	Incorporeal touch +4 melee (1d6 plus 1d6 cold)	2 incorporeal touches +7 melee (1d8 plus 1d8 cold)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Shadow mastery, *dusk and dawn*	Shadow mastery, *dusk and dawn*	Shadow mastery, *dusk and dawn*
Special Qualities:	Blindsight 60 ft., elemental traits, incorporeal traits	Blindsight 60 ft., elemental traits, incorporeal traits	Blindsight 60 ft., elemental traits, incorporeal traits
Saves:	Fort +0, Ref +3, Will +0	Fort +3, Ref +5, Will +1	Fort +5, Ref +8, Will +2
Abilities:	Str —, Dex 10, Con 10, Int 4, Wis 11, Cha 11	Str —, Dex 12, Con 14, Int 4, Wis 11, Cha 11	Str —, Dex 14, Con 16, Int 6, Wis 11, Cha 11
Skills:	Listen +2, Spot +3	Listen +3, Spot +4	Listen +7, Spot +8
Feats:	Improved Initiative	Combat Reflexes, Improved Initiative	Alertness, Combat Reflexes, Improved Initiative
Environment:	Plane of Shadow	Plane of Shadow	Plane of Shadow
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	2	4	7
Treasure:	None	None	None
Alignment:	Usually neutral evil	Usually neutral evil	Usually neutral evil
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment:	—	—	—

(table continued on next page)

it is fired and can affect a corporeal target normally (no miss chance). Magic items possessed by an incorporeal creature work normally with respect to their effects on the creature or on another target. Similarly, spells cast by an incorporeal creature affect corporeal creatures normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment from an incorporeal creature that is inside an object. In order to see clearly and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creature cannot make trip or grapple attacks against corporeal creatures, nor can they be tripped or grappled by such creatures. In fact, they cannot take any physical action that would move or manipulate a corporeal being or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Listen checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to both its melee attacks and its ranged attacks. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

	Shadow Elemental, Huge	Shadow Elemental, Greater	Shadow Elemental, Elder
	Huge Elemental (Extraplanar, Incorporeal)	**Huge Elemental (Extraplanar, Incorporeal)**	**Huge Elemental (Extraplanar, Incorporeal)**
Hit Dice:	16d8+64 (136 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+8	+9	+10
Speed:	Fly 40 ft. (perfect) (8 squares)	Fly 40 ft. (perfect) (8 squares)	Fly 40 ft. (perfect) (8 squares)
Armor Class:	13 (–2 size, +4 Dex, +1 deflection), touch 13, flat-footed 9	14 (–2 size, +5 Dex, +1 deflection), touch 14, flat-footed 9	15 (–2 size, +6 Dex, +1 deflection, touch 14, flat-footed 9
Base Attack/Grapple:	+12/+20	+15/+23	+18/+26
Attack:	Incorporeal touch +15 melee (2d6 plus 2d6 cold)	Incorporeal touch +19 melee (2d6 plus 4d6 cold)	Incorporeal touch +23 melee (2d6 plus 6d6 cold)
Full Attack:	2 incorporeal touches +15 melee (2d6 plus 2d6 cold)	2 incorporeal touches +19 melee (2d6 plus 4d6 cold)	2 incorporeal touches +23 melee (2d6 plus 6d6 cold)
Space/Reach:	15 ft./15 ft.	15 ft./15 ft.	15 ft./15 ft.
Special Attacks:	Shadow mastery, *dusk and dawn*	Shadow mastery, *dusk and dawn*	Shadow mastery, *dusk and dawn*
Special Qualities:	Blindsight 60 ft., elemental traits, incorporeal traits	Blindsight 60 ft., elemental traits, incorporeal traits	Blindsight 60 ft., elemental traits, incorporeal traits
Saves:	Fort +9, Ref +16, Will +5	Fort +11, Ref +19, Will +7	Fort +12, Ref +22, Will +10
Abilities:	Str —, Dex 18, Con 18, Int 6, Wis 11, Cha 11	Str —, Dex 20, Con 18, Int 8, Wis 11, Cha 11	Str —, Dex 22, Con 18, Int 10, Wis 11, Cha 11
Skills:	Listen +11, Spot +12	Listen +14, Spot +14	Listen +29, Spot +29
Feats:	Alertness, Combat Reflexes, Flyby Attack, Improved Initiative, Lightning Reflexes, Weapon Focus (incorporeal touch)	Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Lightning Reflexes, Mobility, Weapon Focus (incorporeal touch)	Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Weapon Focus (incorporeal touch)
Environment:	Plane of Shadow	Plane of Shadow	Plane of Shadow
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	9	11	13
Treasure:	None	None	None
Alignment:	Usually neutral evil	Usually neutral evil	Usually neutral evil
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—

COMBAT

When confronting a threat or light-bearing creatures, shadow elementals slash at foes with freezing tendrils of absolute darkness. If possible, they retreat from combat in lighted areas, or blot out light sources with dusk and dawn, to gain the advantages of their shadow mastery power.

Shadow Mastery (Ex): A shadow elemental gains a +1 bonus on attack rolls and damage rolls if both it and its foe are in an area of darkness or shadowy illumination. While in an area of bright light (such as sunlight or that caused by a *daylight* spell), shadow elementals take a –4 penalty on attack rolls and damage rolls.

Dusk and Dawn (Su): Three times per day, a shadow elemental can use dusk and dawn, as the mystery. It has a caster level equal to one-half its HD.

SHADOW MAGIC ORGANIZATIONS

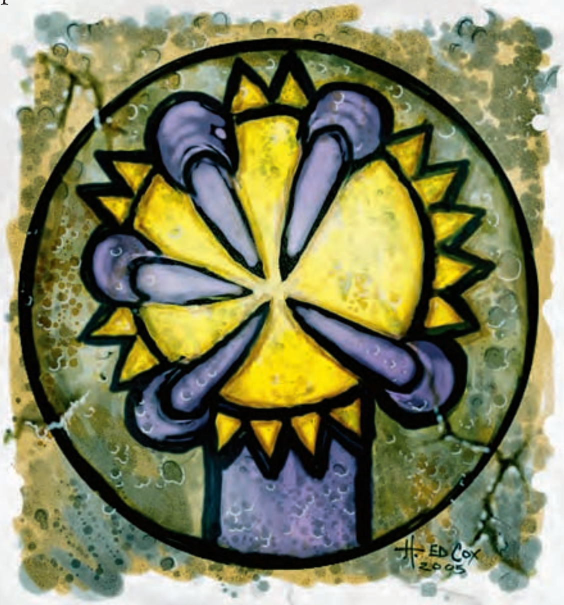
This section details three important organizations associated with shadow magic.

NIGHTSHADE COVENANT

"Light is my enemy. The sun is the hateful eye that reveals all secrets. But no more, for we shall see its end."

—Silious Roh, Nightshader

The Nightshade Covenant opposes the light and its presence on the Plane of Shadow. Consisting of drow exiles, shadar-kai, dark ones, and undead, its factions threaten to tear the group apart.



Symbol of the Nightshade Covenant

JOINING THE NIGHTSHADE COVENANT

The Nightshade Covenant recruits shadowcasters and others who employ shadow magic. It accepts rogues, assassins, and rangers of questionable morals, for these characters have talents with stealth and subterfuge.

ENTRY REQUIREMENTS

Special: Native to the Plane of Shadow or light blindness, light sensitivity, or vulnerability to sunlight racial trait

Spellcasters, shadowcasters especially, lead the Nightshaders, directing the group's efforts to purge the light. Stealthy characters are spies and terrorists, striking where least expected. Finally, when muscle is needed, the Covenant turns to rangers and occasionally undead.

NIGHTSHADE COVENANT BENEFITS

Members of the Nightshade Covenant have access to certain kinds of equipment and services.

The Covenant provides to its members magic items at a reduced price, charging only 75% of the list price. They do not manufacture or supply items that generate light.

The Covenant relies on a steady stream of information, and so it monitors movement across the Plane of Shadow, looking for potent spellcasters and unusual phenomenon. As a result, characters joining this organization gain a +2 bonus on Gather Information checks and on Knowledge (the planes) checks for information that specifically relates to the Plane of Shadow.

PLAYING A MEMBER OF THE NIGHTSHADE COVENANT

As a Nightshader, you oppose light. This doesn't make you evil, just committed to the organization and its ends. The shadows protect and hide you, and you take comfort in their depths.

Few established Nightshaders spend time in the Covenant's citadel. Most prowl the Plane of Shadow, monitoring the movements of interlopers and quenching light wherever it shines. Against fortified enemies, you and your comrades mount terrorist strikes, slipping in under the cover of darkness, destroying light sources, kidnapping influential citizens, and being general nuisances.

Depending on your faction, you might receive orders from the zealous Brotherhood of the Blinded Sun, the Shadar-Kai Initiative, or even from one of the many drow houses controlling much of the Covenant's leadership. Each faction has different interests, and you do best when you know what they are.

COMBAT

You rarely fight fair. Use darkness to conceal your movements, stage elaborate ambushes, and implement whatever tools you have to succeed. Against unsuspecting foes, you might suddenly extinguish all light, slip behind enemy lines and make liberal use of shadow essence, sneak attacks, or damaging spells.

Alternatively, you might band with a few allies. Having a few heavy hitters along can keep the tougher foes at bay, giving you the chance to eliminate the enemy spellcasters with ease. Even in these larger units, gather intelligence about your enemy before striking.

When the situation demands a larger offensive, you might be part of a scouting unit. It's your responsibility to find ways in and ways out of enemy strongholds. Once you've examined the battlefield and reported to your leaders, you and others like you embed yourselves inside your enemy's territory, striking from behind while your undead allies attack.

ADVANCEMENT

You never choose to become a Nightshader; rather, the Nightshade Covenant chooses you. In the months preceding your first contact, the organization places you under surveillance. It puts you into dangerous situations to see how you react. Spies are constantly nearby, always watching, weighing, and assessing. Once you meet the Covenant's standards, members kidnap and drop you off in some deadly and dark hellhole, leaving you to find your own way back. This is your final trial; success in escaping guarantees that you will gain membership.

Illus. by E. Cox

When you become a member, the Nightshade Covenant expects you to continue as before, living your life, undertaking adventures, and doing what you ordinarily do. As you climb the ranks, you lose more and more of your freedom, but you take command of units and missions.

Being a Nightshader requires you to choose a faction. Many groups clamor for control over the Covenant, from extremist elements who would see the Nightshade Covenant push into other worlds, to the conservative and reasoned approach of simply defending the Plane of Shadow. Occasionally it's best to take the middle road, using the infighting between factions to further your own agenda.

MISSIONS

As a Nightshader, you spend your time exploring the plane, quenching light where you find it. You follow leads by talking to natives and occasionally make raids into the strongholds of light-lovers. Although you would rather escort these trespassers off the dark plane, sometimes you have to fight.

THE NIGHTSHADE COVENANT IN THE WORLD

"Nosy peons, telling us how to live and what to do . . . the Nightshaders are a menace. We Votaries of Vecna kill them slowly whenever and wherever we find them."

—Academician Drake, lich and Votary of Vecna

The Nightshade Covenant is an excellent nemesis or potential ally for campaigns featuring extensive planar travel. Nightshaders can act as guides or as reccurring foes, harrying PCs as they cross through the Plane of Shadow. Factions within the organization also want to extend their influence to other planes. They regularly send raiding parties onto the Material Plane.

Nightshaders act independently or in small cells, with their techniques varying depending on the operative or group. For example, a group of Nightshaders fights in Balefire, one of the plane's few populated cities, raiding it to destroy the place's light. Other groups patrol major byways, watching for light-bearers and escorting them off the plane.

THE LICH MYSTERY USER

Mystery users do not truly cast spells, and are thus incapable of becoming standard liches. The lure of undeath is insidious, however, and evil practitioners of shadow magic have long since modified the rite to create the proper phylactery. The result is the shadow lich, a form of the lich template available to mystery users. A shadow lich is identical to a standard lich in all mechanical respects, except that it casts mysteries rather than spells. A shadow lich appears either as a skeleton made of black bones, or as an emaciated being covered in ash-gray, parchmentlike flesh. Many shadow liches use a *gem of night* when creating their phylactery. Although they must shape the gem into a new form, the magic of the rite allows the item to retain its standard properties, as well as functioning as a phylactery.

The most influential faction in the organization is the Brotherhood of the Blinded Sun. Its aggressive stance against light pushes the organization to take a hostile attitude against other planes. Members of the Brotherhood believe that at the end of all things, shadow swallows light, and it's their duty to bring this about. Of course, not all Covenant members subscribe to this view. Some believe they should serve the plane and keep it pure, while others harbor a deeper grudge, using the shadow to perpetrate their revenge against certain races or creatures.

The competing view began with the Covenant's founding, when drow exiles first encountered the shadar-kai (see page 150 of *Fiend Folio*), a race of fey creatures whose essential nature is tied to the darkness. After a few bloody battles, the two races forged a peace, bound in their combined hatred of light-lovers. But the tensions did not end there. The drow sought to use their newfound allies to mount an offensive against their former homes. The shadar-kai and other members of the Covenant, such as the dark ones (see page 37 of *Fiend Folio*), were concerned only with preserving the dark beauty of their native plane.

NPC REACTIONS

Individuals native to other planes, especially the Material Plane, are unfriendly or hostile if they have previously suffered at the Nightshade Covenant's hands. Creatures native to the Plane of Shadow see them as champions, being at least indifferent or even friendly.

The Votaries of Vecna have no concern for the Nightshaders and their mission, seeing the Darklands as the truest expression of the plane's nature. The Covenant doesn't interfere with the Votaries, for many of its cells use undead, but the Votaries' naked malevolence puts these two groups at odds.

NIGHTSHADE COVENANT LORE

Characters with ranks in Knowledge (the planes) can research the Covenant to learn more about it. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 15: The Nightshade Covenant works to destroy light wherever it appears on the Plane of Shadow.

DC 20: Dark elf exiles and shadar-kai founded the Covenant.

DC 25: One faction, the Brotherhood of the Blinded Sun, wants to extend the Plane of Shadow to all worlds, and its highest-ranking members are dark elves.

A bardic knowledge check can reveal the same information as these Knowledge checks, but in each case the DC is 5 higher than the given value.

NIGHTSHADE COVENANT CITADEL

This fortress bristles with towering spires of basalt stone, each twisting upward into the perpetual gloom of the Plane of Shadow. Situated high in a range of shadow-drenched mountains, it exists in absolute darkness, with no lights and nothing to suggest anyone lives there at all.

Blind gargoyles, maws opened wide, decorate the citadel. No windows offer glimpses to the inside. Doors are weirdly placed on the exterior walls, seemingly at random on every level. Overhead, shadow dire bats flutter and squeak, looking for prey.

The citadel stands at the site of the pact made between the drow and the shadar-kai. Built from the dark rock prevalent throughout the plane, it is a rare testimony to the architectural skills of the plane's inhabitants. For those seeking contact with the elusive Nightshaders, this stronghold is an ideal goal, even if the road to this place is hidden and perilous.

Even after finding the citadel, characters must contend with its guardians. Terrible things protect the stronghold, from shadow beasts to Nightshader patrols and their shadow mastiffs. The citadel has tight security, and the guards do not tolerate trespassing. One or more of the Nightshade Covenant's leaders always inhabits one of the spires, directing the activities of the organization for their sinister purposes.

THE NIGHTSHADE COVENANT IN THE GAME

The Nightshade Covenant initiates all encounters with PCs, a fact that helps the DM conceal the existence of the organization, even if characters have previously explored the Plane of Shadow or worked extensively with shadow magic. At some point characters with a connection to shadow attract the attention of this group.

Being a part of the Nightshade Covenant offers great opportunities for adventure. The more missions PCs undertake, the greater their prominence, allowing them to make more important decisions and perhaps eventually rise to a position of leadership.

ADAPTATION

If your campaign setting doesn't feature a Plane of Shadow, you can still use the Covenant. Maybe the Covenant operates in the Underdark. In the FORGOTTEN REALMS setting, it can work just as described, but you can strengthen the connection between the organization and setting by making the drow members former priestesses and followers of Lolth, who fled the Material Plane after their deity fell silent.

SAMPLE ENCOUNTER

When constructing an encounter with Nightshaders, make sure you feature a good mix of extraplanar characters, such as shadar-kai and shadowswyfts. Also, encounters with this organization should always feature at least one shadowcaster.

EL 9: Silious Roh is a middle-tier member of the Covenant who joined because his father was a member. Having inherited his father's hatred for light-loving creatures, he takes special pleasure in blinding his enemies before taking them apart.

SILIOUS ROH **CR 9**
Male drow shadowcaster 7/fighter 1
NE Medium humanoid (elf)
Init +1; **Senses** darkvision 150 ft.; Listen +4, Spot +14
Languages Abyssal, Common, Draconic, Drow Sign Language, Elven, Undercommon

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AC 23, touch 11, flat-footed 22
hp 30 (8 HD)
Immune sleep
SR 19
Fort +7, **Ref** +3, **Will** +5 (+7 against spells and spell-like abilities)
Weakness light blindness

Speed 20 ft. (4 squares)
Melee mwk longsword +8 (1d8+2/19–20)
Base Atk +4; **Grp** +6
Atk Options poison
Combat Gear 2 doses of drow knockout poison (DC 13, unconsciousness/unconsciousness for 2d4 hours), *dust of illusion, potion of cure light wounds*
Mysteries Known (CL 7th):
Apprentice paths
  3rd—*killing shadows* (spell-like, 6/day, DC 19 or DC 20 at night; CL 9th)
  2nd—*piercing sight* (spell-like, 2/day, CL 9th), *thoughts of shadow* (spell-like, 2/day)
  1st—*bend perspective* (spell-like, 2/day, CL 9th), *mesmerizing shade* (spell-like, 2/day)
Fundamentals
  0—arrow of dusk (supernatural, 6/day, +5 ranged touch), caul of shadow (supernatural, 3/day), shadow hood (supernatural, 3/day)
Spell-Like Abilities (CL 8th):
  1/day—*dancing lights, darkness, faerie fire*

Abilities Str 15, Dex 12, Con 10, Int 16, Wis 10, Cha 18
SQ sustaining shadow (eat 1 meal/week)
Feats Alertness, Greater Path Focus (Eyes of Darkness), Nocturnal Caster (Eyes of Darkness), Path Focus (Eyes of Darkness), Weapon Focus (longsword)
Skills Concentration +10, Intimidate +9, Knowledge (arcana) +13, Knowledge (the planes) +13, Listen +4, Search +5, Spellcraft +15, Spot +14, Survival +0 (+2 on other planes)
Possessions combat gear plus *+1 full plate, +1 heavy steel shield, gauntlets of ogre power, masterwork longsword*

TENEBROUS CABAL

"Only we know the truth of shadow magic. All others are impostors."
—Yezen Trueweave, Lord of the First House,
Parliament of Shadows

The Tenebrous Cabal is a powerful organization governing the practice of shadow magic. In the Bleak Academy, it trains apprentices and works to perfect their understanding of this unusual form of magic.

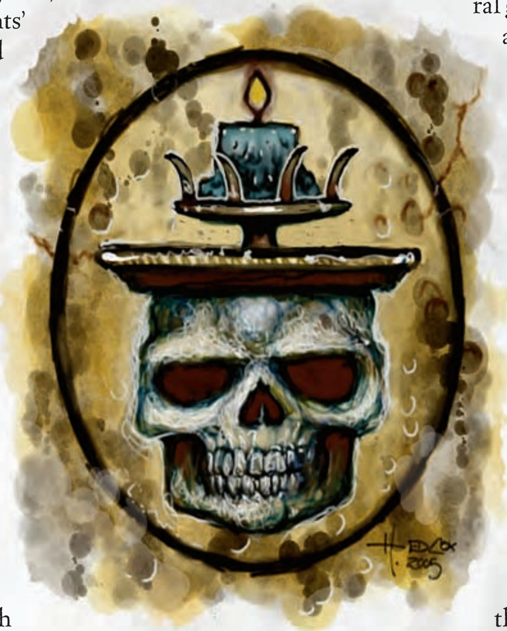
JOINING THE TENEBROUS CABAL

The Cabal accepts mystery users and spellcasters who make liberal use of illusion (shadow) spells. Those who have adopted shadow magic prestige classes make particularly good members.

Entry Requirements

Skills: Spellcraft 4 ranks
Shadowcasting/Spellcasting: Ability to use fundamentals of shadow or ability to cast one arcane spell of the shadow subschool

Would-be apprentices exhibiting a knack for shadow magic present themselves before the governing body, the Parliament of Shadows (or a representative body such as the one on Fark's Road; see page 175). If accepted, the student starts school, exploring every facet and application of magic in excruciating detail. During these early years, the professors develop the students' natural talents, guiding them toward a particular path of study.



Symbol of the Tenebrous Cabal

TENEBROUS CABAL BENEFITS

As a full-fledged academy, the Tenebrous Cabal can access treasures and services, of which its members take full advantage.

The Cabal loans magic items to its members, up to a value of 1,000 gp × the member's caster level.

Members can purchase at half price any magic item that requires a mystery or an illusion (shadow) spell for its creation.

A member of the Cabal receives free passage on planar galleys, great constructs designed to breach the boundaries and travel through the Plane of Shadow to other destinations.

PLAYING A CABALIST

The Cabal has a litany of rules and regulations, and the training is difficult, but every harsh lesson hones your talents. As you develop your skills, you relish the opportunity to impress your betters, and maybe, one day, sit on the Parliament.

Being a Cabalist is much like being a part of a wizards guild. You have a responsibility to the order. In exchange for your commitment, you receive unparalleled training, access to restricted knowledge, and tutoring from the best scholars of shadow magic available.

COMBAT

As an organization of casters, you rely entirely on magic in a battle. Exploiting shadow magic as your principal mode of attack and defense allows you to defeat the expectations of your enemies.

You face the same limitations as other casters. Having fewer hit points and few combat capabilities makes you vulnerable in bigger battles. Pair up with a well-armed and well-armored fighter to enhance your defenses. Against bigger numbers, make use of other Cabal members, combining your attacks with theirs to eliminate small groups at a time.

ADVANCEMENT

The Cabal is an open organization, offering membership to any caster with the proper abilities. After joining, you undergo rigorous training under different mentors, each specialized in a different subset of abilities. This process allows the Cabal to learn your natural inclinations, guiding you to the proper paths.

After a year of training, the school assigns you to a personal mentor under which you study in smaller classes. Everything you do during these formative years furthers your natural gifts and refines them into worthwhile abilities.

After graduation, you maintain connections with the Cabal for the rest of your life. You could spend time teaching classes or even make a bid for a seat in the Parliament. Even if you are only tangentially connected to the Cabal, you can always take advantage of their resources.

MISSIONS

The Cabal wants new talent. You might be part of group of Testers, traveling across the Material Plane to find children with the ability to manipulate shadow magic, and if so, convince their parents to send the prospective student to the Bleak Academy. Or, you might fight against those who misuse shadow magic, such as the Votaries of Vecna.

THE CABAL IN THE WORLD

"Foolish busybodies—their arrogance is eclipsed only by their ambition."

—Leonel Felldawn, Regent of the Arcane Order

When incorporating shadow magic into an ongoing campaign, many players will want to develop mystery-using characters or begin new ones. The DM can use the Tenebrous Cabal to make this happen. Player characters could be part of a secretive and larger body of mystery wielders, spreading out into the world searching for others like themselves.

The Tenebrous Cabal is a large network of likeminded individuals, all committed to the advancement of their craft. Although all train at the Bleak Academy, only a few mystery users and spellcasters remain there. Most leave, returning on occasion to share information, learn new insights, or seek an audience with the Parliament of Shadows.

Although members are free to come and go as they please, as long as they are part of the Cabal, they are still subject to the edicts from the Parliament. This governing body consists of the very best, or at least the most influential, members.

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They convene two times a year to discuss news and manage the tedious affairs of running and funding the Academy.

Most Cabalists concern themselves little with the politics of their organization. Those with no eye for advancement, but having an appreciable talent with shadow magic, stay on to teach. Others travel the Material Plane, pursuing their own interests but always watching for others who have the knack for the art.

NPC REACTIONS

Traditional spellcasters view the Tenebrous Cabal's structured training as oppressive, and the products of that rigorous training as brainwashed fools. Most arcane spellcasters aware of the Cabal are unfriendly. Most good characters see Cabalists as evil, thanks to the association that shadow has with foul creatures. Paladins and good-aligned clerics are always unfriendly.

TENEBROUS CABAL LORE

Characters with ranks in Knowledge (arcana) can research the Tenebrous Cabal to learn more about it. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 15: A Cabalist is a caster who specializes in a rare form of magic called shadow magic.

DC 20: The Tenebrous Cabal operates out of the Bleak Academy, a great school where apprentice shadowcasters are trained.

DC 25: Cabalists are always searching for new talent to add to their ranks, and so their members always watch for children with some magical ability.

A bardic knowledge check or a Gather Information check (in a community with a wizards guild) can reveal the same information as these Knowledge checks, but in each case the DC is 5 higher than the given value.

THE BLEAK ACADEMY

The heart of the Tenebrous Cabal is the Bleak Academy on the Material Plane. The Cabal makes the most important decisions there and trains future shadow magicians. Although a large school, it remains well hidden.

The Bleak Academy lies inside a mountain, its entrance marked by huge statues flanking a pair of black doors. The entry is carved with glyphs and other protective magic. Inside is a warren of halls and rooms, built in the dwarven style of architecture. The Academy has four major regions. The dormitories house the students and can hold one hundred apprentices comfortably. Classrooms are adjacent to the dorms, with the professors' apartments flanking them. The finery of these rooms pales next to the Parliamentary Hall—the darkened meeting room where the heads of the school convene. This place is like a great bowl, with row seating all around and facing the Speaker's Platform at the bottom.

The Bleak Academy was once a dwarven outpost whose population fell to mind flayers. After it had been abandoned for hundreds of years, the Cabal cleansed the place of squatters and assumed control. What the Cabalists don't tell the students and many of the professors is that the caverns to the Underdark remain open, and periodically some horror emerges to snatch guards and students before retreating to the depths to feast on its shrieking meal.

Aside from the high-level shadowcasters and other mystery users responsible for instructing the apprentices, the Academy employs many guardians (more than a few are shadowblades) to watch the tunnels, the main gate, and patrol the region surrounding the site.

THE CABAL IN THE GAME

If you're thinking about introducing shadow magic to your campaign, the Cabal presents a great vehicle for this. The Cabal can be an anonymous group not previously encountered. If a PC has interest in the shadowcaster class, he or she can research the organization and seek out the Bleak Academy.

Once invested, PCs can climb the ranks as long as they are sufficiently talented. Characters learn from the faculty, make important allies, and, if they advance high enough, join the Parliament to help guide the Cabal in new directions.

ADAPTATION

The Cabal's welcoming nature helps you incorporate this group into many kinds of campaign settings with ease. In the Forgotten Realms setting, the Cabal could be an outgrowth of spellcasters who found a better and more efficient way to manipulate the Shadow Weave. In the Eberron setting, they could have ties to the Arcane Congress of Aundair, perhaps even being a faction within it.

SAMPLE ENCOUNTER

Should the PCs wind up opposing the Tenebrous Cabal, they are in for a long fight. The Cabal protects its own. Combat against the Cabal usually means dealing with several shadowcasters, all determined to showcase their impressive array of shadow magic abilities.

EL 10: Yezen Trueweave is one of the most famous instructors at the Bleak Academy. He has personally recruited more than twenty shadowcasters into the group. Also a Third Lord in the Parliament of Shadows, he enjoys much success in his station.

YEZEN TRUEWEAVE **CR 10**

Male gnome shadowcaster 10
LN Medium humanoid
Init +1; **Senses** darkvision 30 ft., low-light vision; Listen +3, Spot +11
Languages Common, Draconic, Elven, Gnome

AC 13, touch 12, flat-footed 12; +4 AC against giants
hp 55 (10 HD)
Fort +9, **Ref** +4, **Will** +8; +2 on saves against illusions

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Speed 20 ft. (4 squares)
Melee mwk heavy mace +5 (1d8–2)
Base Atk +5; **Grp** –1
Atk Option +1 on attacks against kobolds and goblinoids
Special Actions Reach Mystery

Combat Gear *elemental gem (fire), gem of night*
Mysteries Known (CL 10th):
Apprentice paths
  3rd—*afraid of the dark* (spell-like, 2/day, DC 17), *sharp shadows* (spell-like, 2/day), *umbral touch* (spell-like, 2/day, +5 melee touch, DC 17)
  2nd—flesh fails (2) (supernatural, 4/day, +5 melee touch), *sight eclipsed* (spell-like, 2/day), *thoughts of shadow* (spell-like, 2/day)
  1st—*life fades* (spell-like, 2/day, +5 melee touch, DC 15), *mesmerizing shade* (spell-like, 2/day, DC 15), *steel shadows* (spell-like, 2/day)
Fundamentals
  0—arrow of dusk (supernatural, 3/day, +8 ranged touch), caul of shadow (supernatural, 3/day), mystic reflections (supernatural, 3/day), shadow hood (supernatural, 3/day), sight obscured (supernatural, 3/day)
Spell-Like Abilities (CL 1st):
  1/day—*dancing lights, ghost sound* (DC 15), *prestidigitation, speak with animals* (burrowing mammal only, duration 1 minute)

Abilities Str 6, Dex 12, Con 15, Int 15, Wis 12, Cha 18
SQ sustaining shadow (eat 1 meal/week, sleep 1 hour/day)
Feats Favored Mystery (flesh fails) (3), Reach Mystery, Weapon Focus (melee touch)
Skills Concentration +15, Hide +9, Intimidate +9, Knowledge (arcana) +5, Knowledge (the planes) +5, Listen +3, Move Silently +11, Spellcraft +6, Spot +11
Possessions combat gear plus masterwork heavy mace, *amulet of natural armor +1, cloak of Charisma +2, gloves of Dexterity +2, boots of elvenkind*

VOTARIES OF VECNA

"They killed us. They sent us beyond. But we are better for it."
—Geoffrey Moer, Votary of Vecna

The Votaries of Vecna is a group of undead necromancers who exiled themselves to the Plane of Shadow. In time, they turned to the dark god Vecna and the secrets of shadow magic to advance their power. These spellcasters are thoroughly evil, using others as tools for their wicked ends.

JOINING THE VOTARIES OF VECNA

The easiest way to join the Votaries is to be undead and to have some talent with magic. The Votaries respect necromancy, but shadow magic is their true calling. The Votaries are especially interested in having children of night (see page 117) join the group.

Entry Requirements

Alignment: Any evil
Skills: Spellcraft 8 ranks
Special: Undead type or worshiper of Vecna
Special: Caster or mystery user level 1st

Votaries allow only casters to join their organization, so nearly all their members are liches. Even the lowliest members are casters of some means.

A living candidate can approach the Votaries, and if that individual is found worthy, the members kill him in a spectacularly brutal fashion before sending the corpse into the Darklands to be animated by that place's negative energies. The children of night are exceptions; their unusual nature is a subject of great interest for many ranking members and, as such, children of night who qualify to join the organization are allowed to live.

VOTARIES OF VECNA BENEFITS

Membership in the Votaries provides ample benefits for those with the power to use them, including access to magical goods and to some of the most dangerous secrets in all the planes.

The Votaries know the location of many planar portals. Membership in the organization grants knowledge of their locations and destinations.

Votaries have access to all sorts of forbidden lore. In fact, rumor holds that in the bowels of the Black Spire lies a great library filled near to bursting with ancient and terrible volumes, including the dreaded *book of vile darkness*. Members researching at the Black Spire gain a +4 bonus on Knowledge checks.

PLAYING A VOTARY OF VECNA

To become a member of the Votaries of Vecna, you left behind everything you previously cherished in a quest for power. You now know terrible things, perverse magic that pushes your physical shell's boundaries. Undeath is a new road to walk, and with each step, your power grows.

You embrace death, sensing the magic available in the Darklands. Through the knowledge you attain, you develop remarkable abilities with magic, becoming a terrible force in the planes.

COMBAT

You don't seek battle; you keep to yourself and your studies. If you must fight, use spells and abilities to protect yourself until you can escape and return later when your enemy lets down his guard. Then, take your revenge.

Sometimes you can't escape. Your opponents can be crafty, closing off all your tried and true routes. If so, use minions. Always keep an assortment of undead servants at hand, or failing that, a group of suitably cowed slaves. You won't be sorry when your minions bear the brunt of the attacks, giving you time to mount a suitable counterattack or to escape.

In larger battles, take advantage of other group members, but take no risks. Let your compatriots shoulder the burden of defense.

ADVANCEMENT

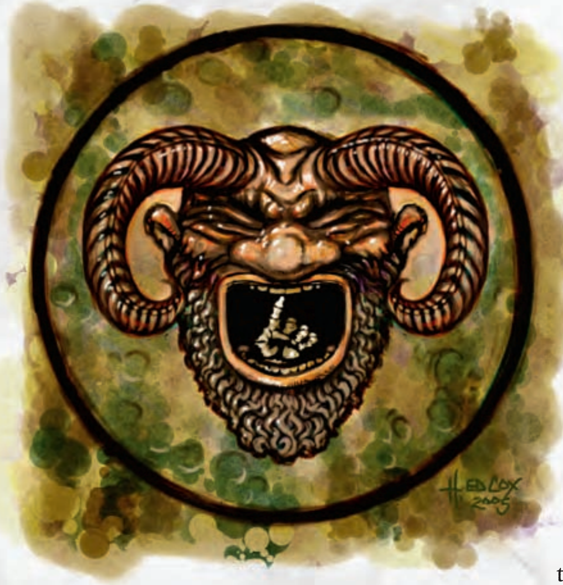
You are elitist, accepting only those who give their souls to unlife or who are tainted by shadow. Even then, you don't tolerate fools or lowly undead such as ghouls, zombies, and other chattel. Those not meeting your lofty ideals find their fate at the bottom of the Bleak Sea—a vast quagmire of necrotic sludge that kills and animates flesh.

Once you are a member, your existence is no easier. Every day is a fight for survival among your rivals vying for dominance in the shadowy halls of their tower, the Black Spire. The group is treacherous, its members turning on one another in an instant. Survival, not training, is the objective.

With every passing year, you advance in prestige. Attacks from other Votaries lessen as fear and respect blossom with each thwarted attempt to destroy you. Don't let this respite fool you. Expect more inventive threats by those who would supplant you. Preemptively attack anyone who is experiencing a meteoric rise, destroying the rival before it destroys you.

MISSIONS

You might go on expeditions to recover ancient manuscripts, such as lost spellbooks or powerful tomes. If information is beyond reach, you work behind the scenes, fomenting war, plague, or some other calamity to loosen the defenses, giving you the opportunity to snatch the object of your search.



Symbol of the Votaries of Vecna

VOTARIES OF VECNA IN THE WORLD

> *"The Votaries are a threat to everyone, not just those who practice shadow magic."*
>
> —Liereal Darkweaver,
> Lord of the Second House,
> Parliament of Shadows

The Votaries of Vecna is an organization of depthless evil. Each member operates independently, as every Votary commits to himself first and the organization second.

Spawned from a group of necromancers who served the infamous demilich Acererak, they fled to hide, regroup, and devise a plan to strike back. However, with the knowledge awarded by Vecna, the Votaries abandoned their goals to broaden their understanding of magic.

Strangely, they never had a strong connection to shadow magic, at least not until their enemies sacked their home. Originally, they clustered around a terrible hill shaped like a skull, in which legend held a terrible demilich lurked, one whose lair was so riddled with traps that hundreds of adventurers died there. Finally, a band of heroes overcame the Tomb of Horrors, putting the lich, Acererak, to rest.

This victory gained nothing more than false hope, for after the battle the very land swelled with negative energy, luring hundreds of necromancers to practice their foul arts in the shadow of the hill. Over the years, a perverse community of ambitious necromancers gathered on its slopes, practicing the dark arts, and slowly corrupted by the demilich's dark will. Skull City, their community, would not last, for a new band of heroes descended on the place, razing it and cleansing it of the necromancers' foul taint.

A few necromancers survived the attack by fleeing to the Plane of Shadow, where they believed they would uncover some secret knowledge that would allow them to return to the Material Plane for revenge. Infighting and the influence of Vecna prevented such a return from occurring. Following the dark god's promises of power, the necromancers found themselves in the Darklands, where the taint of negative energy was strongest. One by one, Vecna consecrated them into undeath, ushering them to a new existence. In exchange, he revealed to them the secrets of shadow magic.

In the years following, others sought out the Votaries of Vecna for the knowledge they held. The Votaries found some individuals worthy of membership and fed others to the Bleak Sea. Now the Votaries pursue knowledge and stop at nothing to gain the secrets they seek, even battling among themselves.

NPC REACTIONS

Those who don't hate the Votaries of Vecna fear them. Even traditional clerics of the Maimed Lord loathe this splinter group. Living creatures are automatically unfriendly, and those who know of the Votaries are always hostile.

The Tenebrous Cabal opposes the Votaries of Vecna, believing the liches are exploiting shadow magic for evil purposes. The Cabal watches for activity by the Votaries, and when such is detected, it responds with deadly force.

VOTARIES OF VECNA LORE

Characters with ranks in Knowledge (religion) or Knowledge (the planes) can research the Votaries of Vecna to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 15: The Votaries of Vecna are undead casters that use a rare and unusual form of magic.

DC 20: The Votaries are a treacherous lot, but united in their thirst for knowledge.

DC 25: Though they are servants of Vecna, some members still pay homage to their former master, a demilich called Acererak.

THE BLACK SPIRE

In one area of the Darklands on the Plane of Shadow is a vast sea that, instead of water, contains a strange foul black ichor formed from negative energy. Cast-off bits of corpses float on the surface, forming a skin of fingers, eyes, tongues, and more,

Illus. by E. Cox

all animated by the unlife permeating the place. An island lies in the center of the macabre Bleak Sea, and spiraling up from it is a lonely tower called the Black Spire.

It would seem the tower should not stand, for its architecture defeats logic. Warped and twisted, it looks like a crone's finger, capped with a yellowed roof. Made entirely of oily dark stone, the structure shifts frightfully, sometimes for no apparent reason. Skulls decorate the outside, their eye sockets fitted with green gemstones. The entrance is a great green demon's face, its mouth opened wide and filled with darkness. Its eyes sparkle in the gloom, suggesting foul secrets beyond.

The most prominent inhabitants of the Black Spire are the Votaries themselves, although their actual number is never certain; ambushes and assassinations are all too common. Patrolling the grounds are their undead servants. In addition, the Votaries enslave others inhabitants of the Plane of Shadow, using them for menial labor or for experimentation.

VOTARIES OF VECNA IN THE GAME

Votaries of Vecna are enemies of nearly everyone. They are a personification of the danger that mortal souls risk when trafficking with dark gods and forbidden lore. By introducing the Votaries into your game, the DM adds another dimension to the god Vecna, defining a splinter group of his worshipers and revealing a new face of evil.

PCs opting to join the Votaries are unusual, for few characters can meet the criteria for membership. Those who do face many challenges, threats from other members, and complex intrigues, alliances, and betrayals as the members jockey for dominance.

ADAPTATION

You can easily adapt the Votaries to other campaigns. In the Forgotten Realms setting, substitute Shar for Vecna. As the patron goddess of the Shadow Weave, she is a perfect deity for this group. In the Eberron setting, the Votaries could be refugees from the Material Plane, driven to the Plane of Shadow during one of the world's great conflicts.

SAMPLE ENCOUNTER

Encounters with the Votaries reveal their feuding. If one Votary shows weakness, the other members arrogantly destroy their comrade before turning back to deal with opponents. For this reason, encounters with this group can be slightly more powerful than normal, as invariably some Votaries turn against others during the battle.

EL 16: Geoffrey Moer was a low-ranking necromancer before the sack of Skull City. Then only an apprentice, he somehow survived the battle to join his fellows in their flight. Like the rest, he learned much, became a shadowcaster, and then later a shadow lich. Though he claims allegiance to the Votaries, he spends much time combing the plane to uncover even greater secrets.

Geoffrey Moer CR 16

Male lich necromancer 3/shadowcaster 11
CE Medium undead (augmented humanoid, human)
Init +2; **Senses** see in darkness 60 ft.; Listen +9, Spot +26
Aura fear (60 ft., creatures of 5 HD or less Will DC 22 or be affected by *fear* spell of CL 14th)
Languages Common, Abyssal, Draconic, Elven, Undercommon

AC 19, touch 12, flat-footed 17
hp 91 (14 HD); **DR** 15/bludgeoning and magic
Immune mind-affecting spells and abilities, undead immunities
Resist turn resistance +4
Fort +8, **Ref** +6, **Will** +11

Speed 40 ft. (8 squares)
Melee touch +9 (1d8+5 [Will DC 22 for half] plus paralysis [Fort DC 22 negates])
Base Atk +6; **Grp** +5
Special Actions Enlarge Mystery, Empower Mystery (3), Extend Mystery
Combat Gear *orb of shadow (3rd), potion of inflict moderate wounds, 2 rings of nullification*
Mysteries Known (CL 11th):
Initiate paths
  6th—*greater shadows fade* (spell, 1/day)
  5th—*unravel dweomer* (spell, 1/day), *curtain of shadows* (spell, 1/day)
  4th—*shadow vision* (spell, 1/day, DC 19), *shadows fade* (spell, 1/day)
Apprentice paths
  3rd—*killing shadows* (spell-like, 2/day, DC 18), *sharp shadows* (spell-like, 2/day)
  2nd—*piercing sight* (spell-like, 2/day), *sight eclipsed* (spell-like, 2/day)
  1st—*bend perspective* (spell-like, 2/day), *steel shadows* (spell-like, 2/day)
Fundamentals
  0—arrow of dusk (supernatural, 3/day, +8 ranged touch), caul of shadow (supernatural, 3/day), dusk and dawn (supernatural, 3/day), mystic reflections (supernatural, 3/day), sight obscured (supernatural, 3/day)
Wizard Spells Prepared (CL 3rd):
  2nd—*spider climb, web* (DC 16)
  1st—*ray of enfeeblement* (2) (+8 ranged touch), *true strike*
  0—*detect magic, flare* (DC 14), *touch of fatigue* (2)

Abilities Str 9, Dex 14, Con —, Int 18, Wis 12, Cha 20
Feats Combat Casting, Empower Mystery (3), Enlarge Mystery, Extend Mystery, Weapon Finesse, Weapon Focus (melee touch)
Skills Concentration +17, Hide +24, Intimidate +12, Jump +8, Knowledge (arcana) +13, Knowledge (dungeoneering) +10, Knowledge (history) +10, Knowledge (the planes) +13, Knowledge (religion) +10, Listen +9, Move Silently +26, Search +12, Sense Motive +9, Spellcraft +15, Spot +26, Survival +1 (+3 on other planes, +3 underground)
Possessions combat gear plus *amulet of natural armor +2, cloak of Charisma +4, boots of striding and springing*
Spellbook spells prepared plus 0—all except enchantment and illusion; 1st—*detect undead, expeditious retreat, feather fall, grease, magic missile, mount;* 2nd—*command undead*

SHADOW MAGIC ADVENTURE SITES

The following adventure sites focus on shadow magic. Each location is fully detailed, but no specific adventure hooks or plots are included, which allows you to adapt them fully for your campaign.

FARK'S ROAD (EL 4)

In Brindinford, there is a street between streets, a place between places. Situated in West Hill, an eclectic quarter attracts all manner of unusual types—spellcasters and eccentrics who purport to follow the strangest beliefs. And it all developed quite by accident.

The lay of the buildings in this block creates a narrow and crooked alley that weaves behind the public streets. A shadowcaster named Phineas Fark, who had an eye for such things, saw potential in the alley. He thought to conceal the side street by buying out the buildings all around, and renting out the buildings to unusual businesses not normally attractive to locals. Meanwhile, he spread word of his plans, drawing mystery users, illusionists, and others to the city. All along the street, small shops and taverns opened, specifically catering to the needs of shadowcasters and their ilk. Although Fark never resided in the area and visits only infrequently, it has come to be known as Fark's Road.

Fark's Road is easy to find if you know where to look. A *detect magic* spell reveals arcane marks placed along the roads, identifying the way. Furthermore, the businesses on the street are always on the lookout for potential customers, so it has a welcoming atmosphere. Finally, the Tenebrous Cabal keeps an office here, attracting shadowcasters from all over the world.

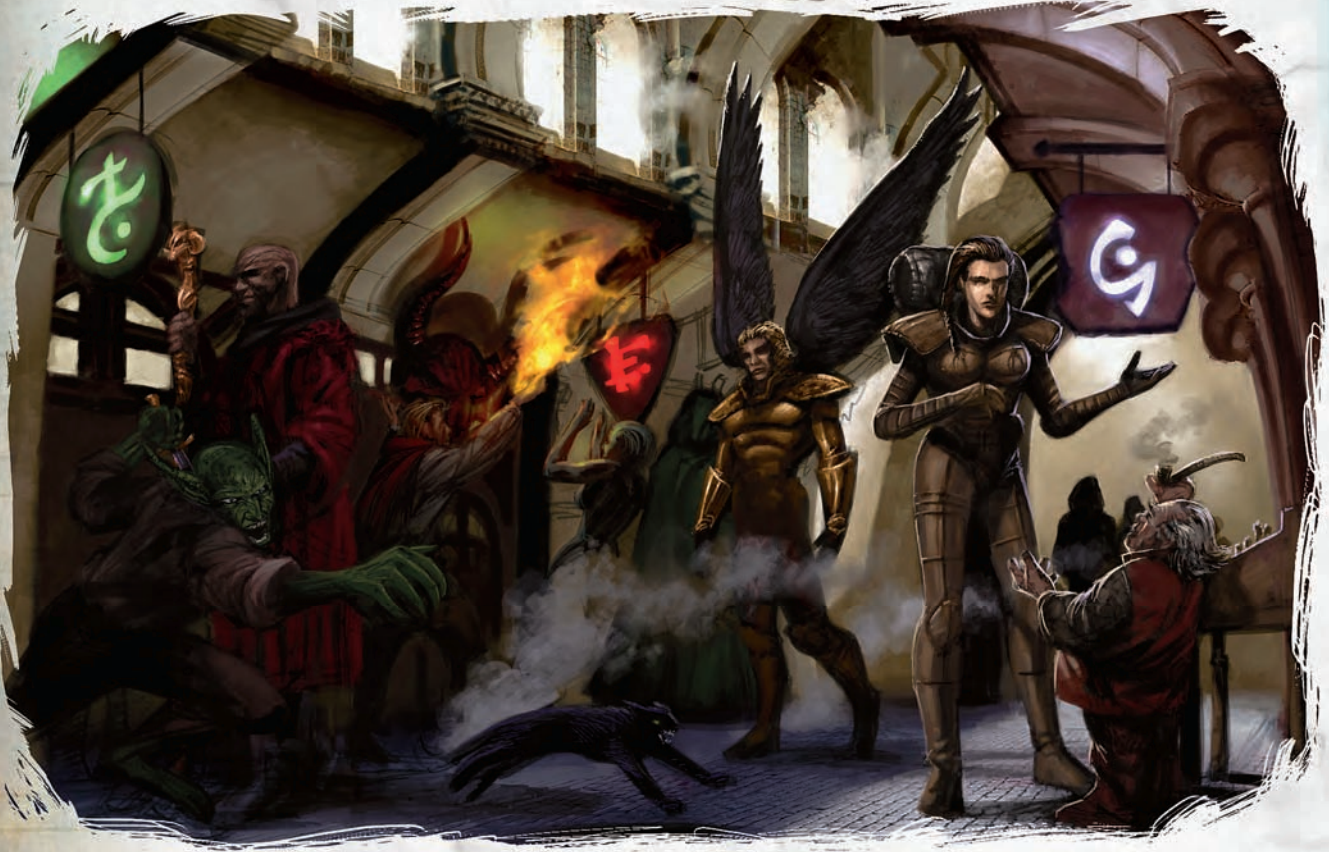
The locations described below are but a sample of the interesting shops and sights that characters can explore. Because Fark desires the greatest possible secrecy in this odd place, he doesn't tolerate fighting. Should a battle erupt, the locals (which can be of any race or level you desire) use nonlethal tactics to stop it before it gets out of hand. Troublemakers are subject to *modify memory* spells and ejected out of the city.

The maximum gold piece limit of Fark's Road is 50,000 gp.

1. THE WRINKLE

Nestled between two odd shops is the Wrinkle, an alley that runs about 50 feet before ending at a wall. The street has an unusual quality from which it takes its name. The cobbles are peaked in places as if a root had snaked beneath the stones, forcing them upward. Boxes, crates, and rain barrels give the alley a cluttered look, although despite the jumble, it is surprisingly clean.

Inscribed on the wall of the Bung (see area 3) is an invisible *arcane mark* bidding those who can understand it to enter. At the end of the alley is an *illusory wall*.



Illus. by B. Hagan

Fark's Road is a shadowcaster's playground

2. BARTLEBY'S CURIOSITIES (EL 3)

A large shop stands next to the Wrinkle with a sign over the door proclaiming it to be Bartleby's Curiosities. Oddities collected from all over the planes fill the shelves and tables. Vials containing raw elemental material, an incredible selections of gemstones, old books, talismans, amulets and so on are all available here—if anyone can find them beneath an equal amount of junk.

Even Bartleby, the owner, is strange. A shadowswyft, he conceals his unusual appearance behind a veil of magic, but even so, his movements are a little too fluid, a little too inhuman to match his assumed shape—a portly man with dusky skin and a head of thick black hair. Detached but friendly, Bartleby is not sure exactly what he has in the shop—he inherited the place from a powerful wizard who met an unfortunate end a few years back. He is happy to help to find something when he doesn't have what his customer seeks. Bartleby works for Fark, watching for spies or enemies while also looking for mystery users, spellcasters, and adventuring types who would benefit from Fark's Road. If the PCs are looking for something specific and improve Bartleby's attitude to friendly, he tells them about the Hidden Road, suggesting they look there for the object of their search.

Characters can purchase any magic item of a value up to 3,000 gp here, although finding any given item requires a successful DC 20 Search check.

Bartleby CR 4

Male shadowswyft* rogue 1/shadowcaster 3
*Race described in *Planar Handbook*
N Medium outsider (extraplanar)
Init +6; **Senses** darkvision 120 ft., low-light vision; Listen +1, Spot +3
Languages Abyssal, Common, Shadowswyft

AC 16, touch 14, flat-footed 12
hp 12 (4 HD)
Fort +2, **Ref** +7, **Will** +4
Weakness light blindness

Speed 40 ft. (8 squares)
Melee mwk rapier +1 (1d8–1/18–20)
Base Atk +1; **Grp** +0
Atk Options sneak attack +1d6
Combat Gear *bag of tricks (gray)*, *potion of barkskin (+2)*, *potion of cure light wounds*
Mysteries Known (CL 3rd; 10% arcane spell failure only in bright light):
Apprentice paths
2nd —*shadow skin* (spell, 1/day)
1st —*dusk and dawn* (spell, 1/day), *carpet of shadow* (spell, 1/day)
Fundamentals
0—caul of shadow (supernatural, 3/day), sight obscured (supernatural, 3/day), umbral hand *(supernatural, 3/day)*

Abilities Str 8, Dex 18, Con 8, Int 13, Wis 12, Cha 14
Feats Negotiator, Shadow Cast
Skills Appraise +5, Bluff +6, Concentration +6, Decipher Script +5, Diplomacy +8, Disguise +6, Forgery +5, Hide +12, Knowledge (the planes) +3, Move Silently +10, Sense Motive +3, Sleight of Hand +8, Spot +3
Possessions combat gear plus masterwork rapier, shadow silk leather

3. THE BUNG

This squat building, named the Bung, has a crooked door flanked by two red-glass windows. A tavern, it has a bad reputation for attracting unsavory types such as mercenaries, adventurers, and humanoids of questionable origin. Tables and benches fill the place, and curtained booths line the walls offering privacy for those seeking it. A bar stands against the back wall next to the kitchen door.

The Bung's employees are cold. They are efficient, but they lack a certain friendliness one would expect of a business.

4. HIDDEN ROAD

Beyond the *illusory wall* is a narrow street with several abrupt and strange turns so tight that carts cannot navigate them. All along the road, which has the same wrinkled appearance as the alley entrance, are shops catering specifically to the needs of adventurers, each specializing in a variety of goods. Shops dedicated to selling potions, wands, and scrolls see brisk trade here. Given the clientele that Fark's Road attracts, the streets are full of strange and disturbing people. At any time of the day, once can expect to see a mix of humans, elves, and dwarves, as well as planetouched such as aasimars, tieflings, and their rarer kin, to say nothing of the devils, yugoloths, and other outsiders that visit to exchange news and goods. Despite the tensions that would ordinarily result, the spirit of commerce eclipses the natural predilections for violence.

5. CALICO'S TOMES (EL 8)

This little bookstore has an incredible selection of books. Although many of the volumes here are reference books on such topics as architecture, lineages, and planar phenomena, the shop has no shortage of spellbooks and other magical grimoires. In fact, Calico has a few heretical treatises on pact magic and one or two books on truenames, but he keeps these under lock and key.

Calico is a quiet and unassuming man of middle years. He wears a pair of spectacles that sit low on his nose, and his watery blue eyes always seem distracted, as if he's thinking about someplace or something other than what's at hand. Still, he is a shrewd negotiator and commands a high price for his books (+25% their normal value).

Calico CR 8

Male human expert 6/binder 3
N Medium humanoid
Init –1; **Senses** Listen +1, Spot +1
Languages Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Infernal, Undercommon

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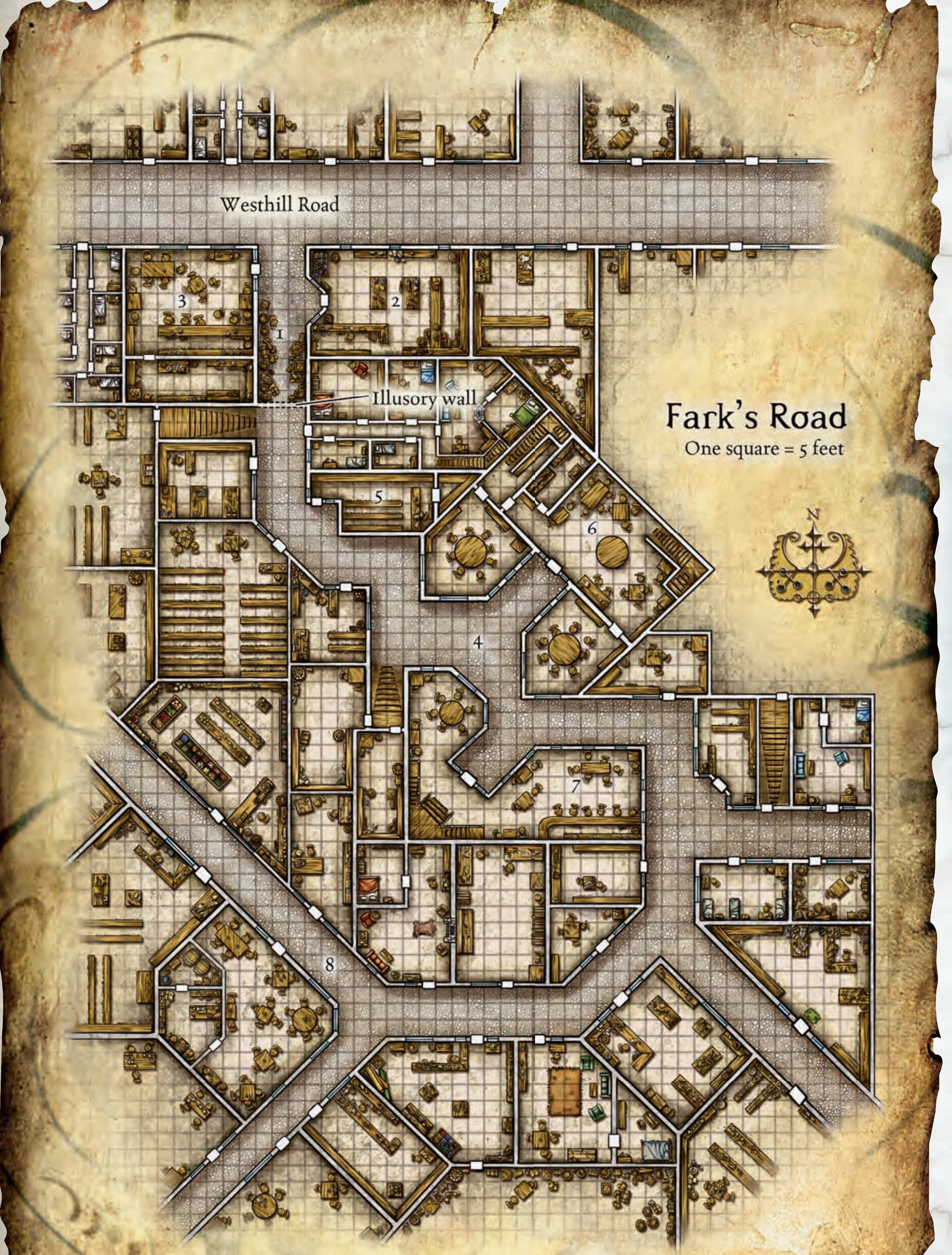
Westhill Road
3
2
1
Illusory wall
Fark's Road
One square = 5 feet
5
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AC 14, touch 9, flat-footed 14
hp 55 (9 HD); **DR** 1/—
Fort +8, **Ref** +5, **Will** +10

Speed 30 ft. (6 squares)
Melee mwk morningstar +8/+3 (1d8)
Base Atk +6; **Grp** +6
Attack Options sudden strike +1d6
Special Actions bird's-eye viewing, invisibility (full-round action; *invisibility* for 3 rounds; wait 5 rounds before using again)
Combat Gear *alchemist's fire, potion of bear's endurance,* 2 *potions of cure moderate wounds*
Vestiges Typically Bound (3rd, Binding +6): Malphas

Abilities Str 10, Dex 8, Con 14, Int 13, Wis 12, Cha 17
SQ poison use, suppress sign
Feats Extend Supernatural Ability, Lightning Reflexes, Negotiator, Persuasive, Weapon Focus (morningstar)
Skills Appraise +8, Bluff +13, Diplomacy +19, Disguise +3 (+5 acting), Intimidate +12, Knowledge (arcana) +8, Knowledge (history) +6, Knowledge (local) +5, Knowledge (the planes) +6, Knowledge (religion) +4, Sense Motive +12, Speak Language (9 ranks), Survival +1 (+3 on other planes)
Possessions combat gear plus masterwork morningstar, *+1 studded leather, amulet of natural armor +1, bag of tricks (rust), cloak of resistance +1, hat of disguise*

6. SHADOW HOSTEL

The largest building on Fark's Road is made from fitted black stone with a single door of mahogany bound in cold iron. The Shadow Hostel is the centerpiece of this street. Inside are several desks where minor functionaries sit toiling over mounds of paperwork. In the center of the room stands a raised platform painted with glyphs and sigils. Here, candidates can safely demonstrate their knowledge of shadow magic or other talents for recruiters from the Cabal to assess their worth. Those with the right skills receive an invitation to attend the Bleak Academy.

The rest of this building consists largely of offices, apartments for those who work here, and a full kitchen and dining hall. At any time, 1d6+6 shadowcasters of various levels and races labor here.

Typical Cabalist CR 3

Male or female human shadowcaster 3
LN Medium humanoid
Init +2; **Senses** darkvision 30 ft.; Listen +0, Spot +1
Languages Common, Halfling

AC 12, touch 12, flat-footed 10
hp 13 (3 HD)
Fort +5, **Ref** +4, **Will** +4

Speed 30 ft. (6 squares)
Melee mwk spear +1 (1d8–1)
Ranged mwk spear +4 (1d8–1)
Base Atk +1; **Grp** +0
Special Actions Extend Mystery, Reach Mystery
Combat Gear *potion of cure light wounds, wand of arrow of dusk, wand of mesmerizing shade*
Mysteries Known (CL 3rd):
Apprentice paths
2nd—*flesh fails* (spell, 1/day, +0 melee touch)
1st—*life fades* (spell, 1/day, +0 melee touch, DC 13), *steel shadows* (spell, 1/day)
Fundamentals
0—caul of shadow (supernatural, 3/day), mystic reflections (supernatural, 3/day), sight obscured (supernatural, 3/day)

Abilities Str 8, Dex 14, Con 12, Int 13, Wis 10, Cha 15
Feats Extend Mystery, Reach Mystery, Shadow Cast
Skills Concentration +7, Hide +8, Knowledge (arcana) +2, Knowledge (the planes) +3, Move Silently +8, Spellcraft +3, Spot +1
Possessions combat gear plus masterwork spear, *cloak of resistance +1*

7. COMMON GROUND (EL 5)

Nearly rivaling the Shadow Hostel in size, Common Ground is a two-story taproom. The main floor consists of a large room filled with tables and booths. The decor is decidedly magic-oriented, with paintings of famous casters who have visited, old wands and staffs (no charges), and a few stuffed monster heads hanging here and there. The tables themselves are just as fantastic. Instead of table legs, petrified goblins keep them steady.

Rubious Rallader is Fark's old friend and adventuring companion. When Fark informed him of his plans for the Road, Rubious jumped at the chance to open a tavern. It's important to Rubious that the tavern caters to anyone with coin to spend, so he always has a mixed and interesting crowd.

Middle-aged with thinning brown hair and matching eyes, Rubious is easygoing, with a quick smile and a bawdy sense of humor. He is missing his left pinky just below the second knuckle, an injury he claims he got fighting some creature in some mysterious land (and the details of which change with every telling).

Rubious Rallader CR 5

Male human bard 5
N Medium humanoid
Init -+3; **Senses** Listen +8, Spot +4
Languages Common, Dwarven, Elven

AC 13, touch 9, flat-footed 13
hp 25 (5 HD)
Fort +2, **Ref** +3, **Will** +4

Speed 30 ft. (6 squares)
Melee mwk short sword +5 (1d6+1)
Ranged mwk dagger +3 (1d4+1)
Base Atk +3; **Grp** +4
Special Actions bardic music 5/day (countersong, *fascinate* 2 targets, inspire competence, inspire courage +1)
Combat Gear *pipes of the sewers, potion of cure moderate wounds*
Bard Spells Known (CL 5th):
2nd (2/day)—*calm emotions* (DC 15), *enthrall* (DC 15), *hold person* (DC 15)

1st (4/day)—*charm person* (DC 14), *disguise self* (DC 14), *sleep* (DC 13), *Tasha's hideous laughter* (DC 14)
0 (3/day)—*daze* (DC 13), *detect magic, lullaby* (DC 13), *open/close, prestidigitation, read magic*

Abilities Str 13, Dex 8, Con 12, Int 14, Wis 10, Cha 16
SQ bardic knowledge +7
Feats Combat Casting, Improved Initiative, Negotiator
Skills Bluff +13, Concentration +9, Diplomacy +13, Disguise +3 (+5 acting), Gather Information +13, Intimidate +7, Knowledge (local) +10, Listen +8, Perform +11, Spellcraft +10, Spot +4
Possessions combat gear plus masterwork studded leather armor, masterwork short sword, 2 masterwork daggers, *amulet of natural armor +1*

8. THE FORK (EL 5)

Fark's Road has several alleys and side streets leading back into the city or to the personal homes of those who do business here. After turning back on itself, it leads past several smaller structures—homes and apartments for the locals—until it comes to a place known as the Fork. Ordinarily, such a break in the road wouldn't be unusual at all; however, this place is haunted.

Where the road turns southwest, it leads to a few more shops and homes, but where it turns northwest, a malevolent spirit, the remnants of a mad cultist killed by a group of adventurers, lairs here. During the day, this spirit poses no threat, but at night the ghostly sorcerer manifests, preying upon incautious travelers who get turned around in the street. The ghost has learned not to attack locals, only travelers.

GHOSTLY SORCERER CR 5

Male human ghost sorcerer 3
CN Medium undead (incorporeal)
Init +5; **Senses** darkvision 60 ft.; Listen +7, Spot +7
Languages Common, Draconic

AC 16, touch 16, flat-footed 15
hp 22 (3 HD)
Resist +4 turn resistance
Fort +1, **Ref** +2, **Will** +2

Speed fly 30 ft. (perfect)
Melee incorporeal touch +2 or +1 against ethereal foes (1d6)
Base Atk +1; **Grp** +1
Special Actions corrupting touch, manifestation
Sorcerer Spells Known (CL 3rd):
1st (7/day)—*magic missile, obscuring mist, sleep* (DC 16)
0 (6/day)—*daze* (DC 15), *detect magic, flare* (DC 15), *light, read magic*

Abilities Str — (10 when manifested), Dex 13, Con —, Int 12, Wis 8, Cha 20
SQ familiar (none at present), incorporeal traits, rejuvenation, undead traits
Feats Combat Casting, Improved Initiative, Toughness
Skills Concentration +6, Hide +9, Knowledge (the planes) +4, Listen +7, Profession (scribe) +5, Search +9, Spellcraft +7, Spot +9
Possessions none

NIGHTWATCH (EL 8)

A great rift called Nightcrawler Chasm snakes across the Plane of Shadow. Named for the nightshades said to haunt its depths, it is a terrible place, one best avoided. Strangely, this chasm is also the site of one of the plane's largest cities, Balefire. Here, the dimly glowing lanterns create a haven for travelers, offering respite from the oppressive bleakness of the plane. Some, however, hate the light and stop at nothing to extinguish it.

About 1,000 feet down inside the chasm lies Nightwatch, a Nightshade Covenant outpost. Given its remoteness, the depth of the chasm, and the things writhing in wicked madness far below, the Nightshaders are confident in their security. Those who would assault this outpost must first contend with the terrain. The walls have regular handholds (Climb DC 10), but characters who do not have darkvision or a viable light source take a –5 circumstance penalty on their skill checks. It is far better to use *fly* spells and similar effects.

1. LANDING

Jutting out from the wall are the shattered remains of a bridge. The bridge surface has collapsed in places, revealing broken support pillars beneath. A gloomy archway offers access to a dark chamber. Perched on the lintel over the top of the the arch is a lifelike statue of a foul, grinning demon, its tail curling down.

Four bored shadar-kai guards are stationed just inside the archway (see area 2) and have a clear view to the landing. Assume the sentries take 10 on Spot and Listen checks for a result of 18 (includes –1 penalty for distance) on either sort of skill check. If the characters do anything to attract notice, the sentries attack using ranged weapons first.

The ruined bridge portion is strong enough to hold the PCs' combined weight, but 25 points of damage causes the whole thing to slide down into the yawning abyss after 1d4 rounds.

2. HALL (EL 7)

This hall is hewn from black rock. On either side, a door stands closed in the center of the walls. The end of the hall is concave, and at the center of the depression is yet another door.

Four shadar-kai sentries stand guard here under orders to attack any intruders on sight. The drow bat riders in area 5 automatically hear any sounds of combat and join the battle in 1d3 rounds.

Shadar-Kai Sentries (4) CR 3

Male shadar-kai rogue 2
NE Medium fey (extraplanar)
Init +5; **Senses** superior low-light vision; Listen +9, Spot +9
Languages Common, Elven, Sylvan

AC 18, touch 15, flat-footed 13
hp 17 (5 HD)
Resist evasion
Fort +1, **Ref** +11, **Will** +3
Weakness shadow curse

Speed 30 ft. (6 squares)
Melee mwk spiked chain +8 (2d4+1)
Ranged mwk shortbow +8 (1d6+1)
Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)
Base Atk +2; **Grp** +3
Atk Options sneak attack +2d6
Combat Gear *potion of cure light wounds*

Abilities Str 12, Dex 20, Con 11, Int 9, Wis 10, Cha 6
SQ hide in plain sight, trapfinding
Feats Alertness, Exotic Weapon Proficiency (spiked chain), Weapon Finesse
Skills Balance +7, Hide +12 (+22 in darkness or shadowy illumination), Jump +3, Knowledge (nature) +1, Listen +9, Move Silently +12, Search +4, Spot +9, Survival +5 (+7 following tracks), Tumble +7
Possessions combat gear plus masterwork studded leather, masterwork spiked chain, masterwork shortbow with 10 cold iron arrows

Hide in Plain Sight (Ex) A shadar-kai can use the Hide skill even while being observed (except in natural daylight, the area of a *daylight* spell, or a similar effect).
Shadow Curse (Su) Any time a shadar-kai is on a plane other than the Plane of Shadow and is stunned, dazed, staggered, or unconscious, he must make a DC 15 Will save or gain one negative level until he returns to the Plane of Shadow.

3. STABLE (EL 8)

This large and dark room reeks of guano. All along the north and south walls, about 10 feet above the floor, are long stout wooden poles on which hang six enormous shadow dire bats, their hides so black that only their shapes are visible. Strange saddles and rigging sit on a rack near the far end of the room close to a dark tunnel curving back toward the chasm.

This room is the Nightshaders' stable. They use these creatures to fly up to the surface, infiltrate the city, and return. Eleven other shadow dire bats are absent. They are either in use by individuals not currently in Nightwatch or they are hunting the chasm for food. The Nightshaders can call them back to the landing using a whistle that hangs on a spur of rock in area 4. Each bat rider and each of the commanders also carries such a whistle. When blown from the landing or the bridge, the whistle calls the absent shadow dire bats in 2d6 rounds (roll for each bat separately).

The shadow dire bats in this room will not attack unless the PCs attack first.

Shadow Dire Bats (6) CR 3

N Large magical beast
Init +6; **Senses** blindsense 40 ft., darkvision 60 ft., low-light vision; Listen +12, Spot +8

AC 20, touch 15, flat-footed 14
hp 30 (4 HD)
Resist cold 9, evasion
Fort +7, **Ref** +10, **Will** +6

Speed 30 ft. (6 squares), fly 60 ft. (good)
Melee bite +5 (1d8+4)
Space 10 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +10

Abilities Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6
SQ shadow blend
Feats Alertness, Stealthy
Skills Hide +4, Listen +12, Move Silently +17, Spot +8
Possessions none

Shadow Blend (Su) In any conditions other than full daylight, a shadow dire bat can disappear into the shadows, gaining total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell does.

4. LAUNCH

The riders use this tunnel to fly in and out of Nightwatch. Somewhat round, it opens onto the chasm.

5. MEETING HALL (EL 7)

Although dark, this large room contains several comfortable chairs, a cooking pit and a spit, tables, and cabinets. Low-ranking agents of the Nightshade Covenant spend much of their time here when not in their barracks (see area 17). If the PCs somehow conceal the noise of combat in area 2, three bat riders relax here after a particularly tough mission.

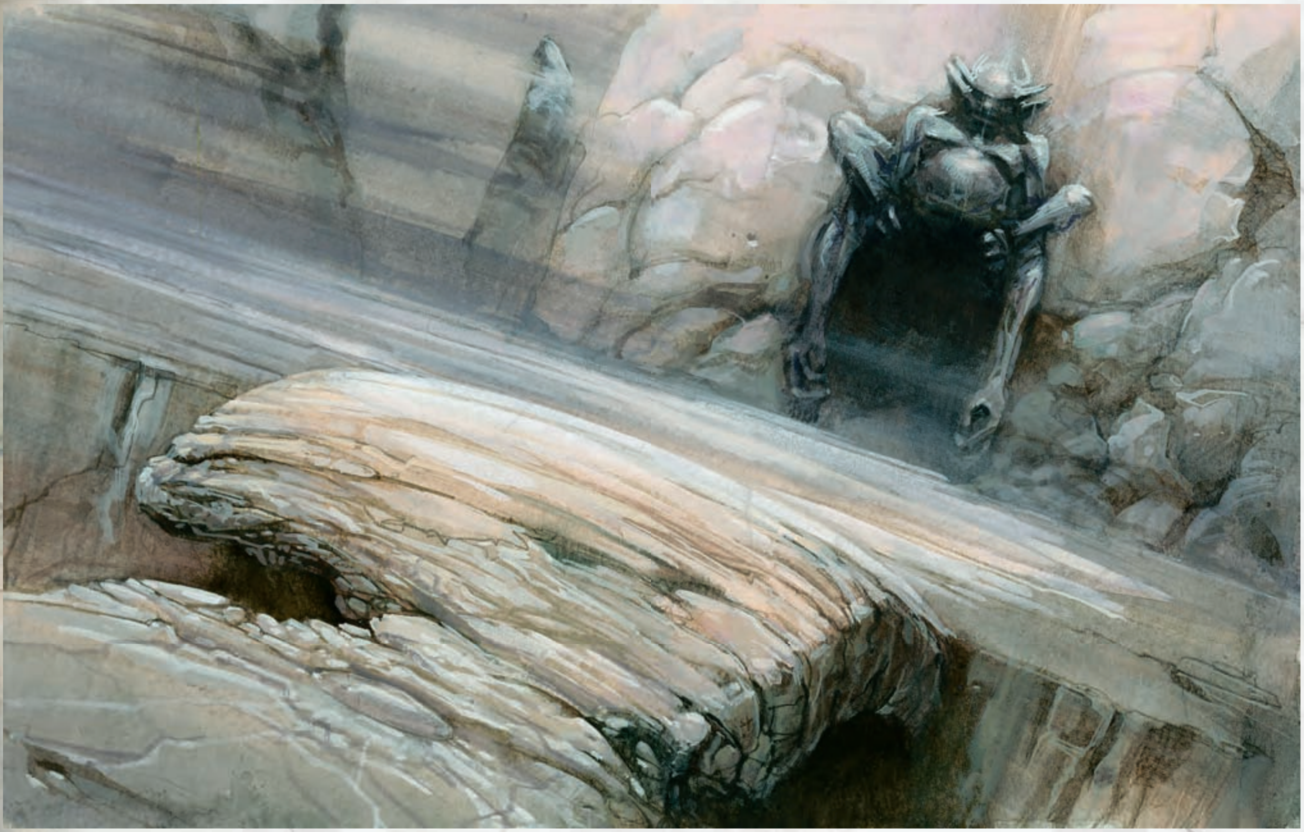
Among the stores are three weeks of trail rations and an equal amount of water, as well as assorted cutlery, plates, and iron pots and pans.

Drow Bat Riders (3) CR 4

Male drow ranger 3
NE Medium humanoid (elf)
Init +2; **Senses** darkvision 120 ft.; Listen +5, Spot +5
Languages Common, Elven, Undercommon

AC 15, touch 12, flat-footed 13; Dodge, Mobility
hp 10 (3 HD)
Immune sleep
SR 14
Fort +3, **Ref** +6, **Will** +2 (+4 against spells and spell-like abilities)
Weakness light blindness

Speed 30 ft. (6 squares)
Melee mwk longsword +5 (1d8+1/19–20) or
Melee mwk longsword +3 (1d8+1/19–20) and mwk short sword +3 (1d6/19–20)
Ranged shortbow +5 (1d6/×3)
Base Atk +3; **Grp** +4
Atk Options favored enemy elves +2, poison



The entrance to Nightwatch is as gloomy as what awaits within it

Illus. by c. Critchlow

Combat Gear 2 *potions of cure light wounds,* 2 doses of drow knockout poison (DC 13, unconsciousness/unconsciousness for 2d4 hours), 2 doses of shadow essence (DC 17, 1 Str drain/2d6 Str damage)
Spell-Like Abilities (CL 3rd):
1/day—*dancing lights, darkness, faerie fire*

Abilities Str 12, Dex 15, Con 9, Int 10, Wis 10, Cha 11
SQ able to locate secret or concealed doors, wild empathy +5 (+1 magical beasts)
Feats Dodge, Endurance, Mobility, Track, Two-Weapon Fighting
Skills Climb +4, Handle Animal +6, Hide +8, Listen +5, Move Silently +8, Ride +10, Search +2, Spot +5, Survival +3
Possessions combat gear plus masterwork studded leather, masterwork longsword, masterwork short sword, shortbow with 10 arrows, *cloak of resistance +1*

6. SANCTUARY (EL 8)

An altar stands before the idol of a god of darkness (choose one appropriate to your campaign setting). On the altar is a large, dusty tome next to a metal cup and a sacrificial knife. Two rows of benches stand before it. Black banners hang on the walls, suggesting the perfection of shadow.

The cup and knife feature onyx and jet fittings, each being worth 500 gp. A trap protects the floor in front of the altar. Depressing the pressure plate causes the idol's mouth to open and vomit a cloud of insanity mist.

Insanity Mist Vapor Trap: CR 8; mechanical; location trigger; repair reset; gas; never miss; onset delay (1 round); poison (insanity mist, DC 15, 1d4 Wis/2d6 Wis); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 20.

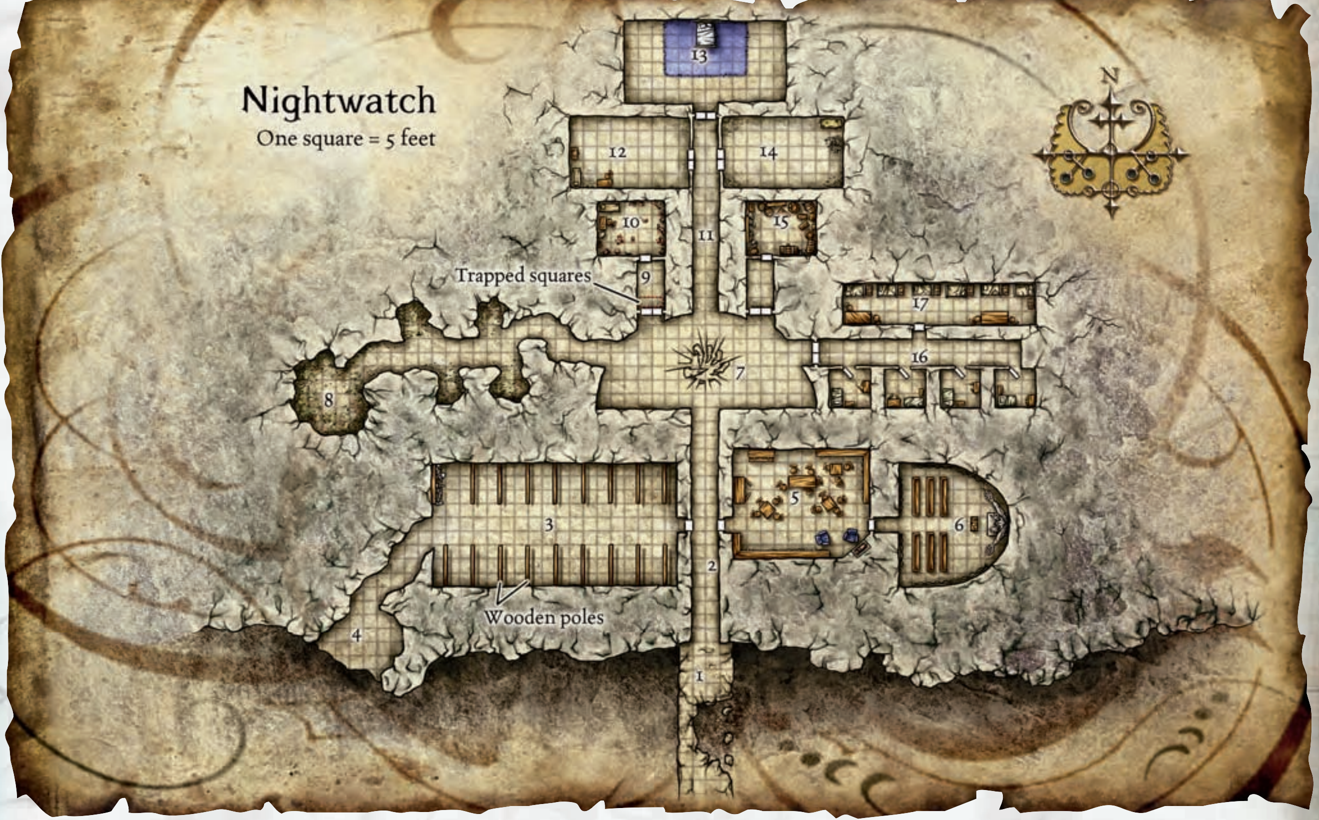
7. NEXUS (EL 7)

This room is a large hemisphere. Five iron doors lead deeper into the complex. The center of this room is carved with the symbol of the Nightshade Covenant.

8. CORPSE CORRIDOR (EL 9)

The door to this room is locked (Open Lock DC 25). If a character pauses to Listen (DC 10) at this door before opening it, she hears terrible wet sounds of tearing and ripping coming from within.

Beyond the door is a long tunnel, burrowed deeply into the chasm wall. The horrific sounds come from the ten shadow ghouls feasting on a political prisoner kidnapped from Balefire. Prodded by the prospects of more food, the shadow ghouls abandon their prey and surge forward to attack.



SHADOW GHOULS (10) CR 2
CE Medium undead
Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +2, Spot +7
Languages Common

AC 14, touch 12, flat-footed 12
hp 13 (2 HD); **DR** 5/magic
Resist cold 7, +2 turn resistance
Fort +0, **Ref** +2, **Will** +5

Speed 45 ft. (9 squares)
Melee bite +2 (1d6+1 plus paralysis and disease) and 2 claws +0 (1d3 plus paralysis)
Base Atk +1; **Grp** +2
Special Actions ghoul fever (bite, DC 15; incubation 1 day; damage 1d3 Con and 1d3 Dex), paralysis (1d4+1 rounds; DC 15 negates)

Abilities Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12
SQ shadow blend, undead immunities
Feats Multiattack
Skills Balance +6, Climb +5, Hide +6, Jump +5, Listen +2, Move Silently +12, Spot +7
Possessions none

Shadow Blend (Su) In any conditions other than full daylight, a shadow ghoul can disappear into the shadows, gaining total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell does.

9. BLOODY HALL

The door to this room is locked (Open Lock DC 25) and trapped. The trap affects the first two 5-foot squares adjacent to the door.

Beyond the door is a short hall ending at another door. Unlike other rooms in this place, the walls here are covered with profane and blasphemous graffiti, including the names of good-aligned gods of light spelled backward, inverted holy symbols, and worse. It seems all the graffiti is painted in blood.

Evard's Black Tentacles Trap: CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*Evard's black tentacles*, 7th-level wizard, 1d4+7 tentacles, Atk +7 melee [1d6+4, tentacle]); multiple targets (up to six tentacles per target in each of two adjacent 5-ft. squares); Search DC 29; Disable Device DC 29.

10. JAILER'S CELL (EL 7)

This small room holds a cot, a small writing table, and a sack. The rest of the room is coated with the twitching and writhing parts of corpses, all nailed to the floor, walls, and even the ceiling. Bilious Crow, the Nightshaders' pet necromancer and custodian of the shadow ghouls in area 8, lives here with his rat familiar. Thin to the point of being gaunt, he has a mop of greasy black hair and lips stained green from his foul feasting.

The sack contains soiled clothing taken from his victims. Aside from his possessions, this room holds nothing of value.

If the PCs triggered the trap warding his lair, he will be ready for them, casting an *enervation* spell at the lead character. Otherwise, he prods an animate hand with a long needle, while his rat familiar chews away contentedly on a twitching tongue nailed to the floor.

BILIOUS CROW **CR 7**
Male human necromancer 7
NE Medium humanoid (human)
Init +6; **Senses** Listen –1, Spot –1
Languages Common, Draconic, Undercommon, empathic link

AC 15, touch 13, flat-footed 13
hp 31 (7 HD)
Fort +6, **Ref** +4, **Will** +4

Speed 30 ft. (6 squares)
Melee dagger +4 (1d4+1/19–20)
Ranged mwk light crossbow +6 (1d6/19–20)
Base Atk +3; **Grp** +4
Wizard Spells Prepared (CL 7th; 1d20+9 to overcome SR):
4th—*enervation* (+5 ranged touch)
3rd—*ray of exhaustion* (+5 ranged touch, DC 16), *vampiric touch* (+4 melee touch)
2nd—*cat's grace, command undead* (DC 15), *ghoul touch* (DC 15), *scare* (DC 15)
1st—*cause fear* (DC 14), *chill touch* (+4 melee touch, DC 14), *magic missile* (2), *mage armor, ray of enfeeblement* (+5 ranged touch)
0—*detect magic, ray of frost, resistance, touch of fatigue* (+4 melee touch, DC 13)

Abilities Str 12, Dex 14, Con 14, Int 15, Wis 8, Cha 10
SQ familiar, share spells
Feats Alertness (if familiar is within 5 ft.), Combat Casting, Improved Initiative, Scribe Scroll, Silent Spell, Spell Focus (necromancy), Spell Penetration
Skills Concentration +12, Hide +7, Knowledge (arcana) +12, Knowledge (the planes) +12, Spellcraft +14, Survival –1 (+1 on other planes)
Possessions dagger, masterwork light crossbow with 10 bolts, *ring of protection +1, bracers of armor +2*
Spellbook spells prepared plus 0—all except enchantment and illusion; 1st—*alarm, detect undead;* 3rd—*animate dead, lightning bolt;* 4th—*Evard's black tentacles*

RAT FAMILIAR **CR —**
NE Tiny magical beast
Init +2; **Senses** low-light vision, scent; Listen +1, Spot +1
Languages empathic link, speak with master, speak with rats

AC 18, touch 14, flat-footed 16
hp 15 (7 HD)
Resist improved evasion
Fort +2, **Ref** +4, **Will** +6

Speed 15 ft. (3 squares), climb 15 ft., swim 15 ft.
Melee bite +4 (1d3–4)
Space 2-1/2 ft.; **Reach** 0 ft.
Base Atk +0; **Grp** –12
Atk Options deliver touch spells

Abilities Str 2, Dex 15, Con 10, Int 9, Wis 12, Cha 2
SQ share spells
Feats Weapon Finesse
Skills Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10
Possessions none

11. PASSAGE

This long corridor is bleak and barren, the walls made from the same dark stone found everywhere in this place. At the end of the tunnel stand three iron doors. Each door bears a bas-relief of a grotesquely twisted demon's face, although the center door is by far the largest and most awful.

Any loud noises automatically attract the attention of the subcommanders in areas 12 and 14 and the commander in area 13. Each responds in 1d3 rounds.

12. SUBCOMMANDER'S QUARTERS (EL 8)

This room is clean and spartan, with a simple cot, a writing desk, and an old worn chest. Kriella, a subcommander in this outfit, lives here. She keeps to herself, contemplating the perfection of darkness. Kriella despises elves and half-elves and attacks such individuals in preference over other foes. On occasion, she accompanies the bat riders on their raids in the city above them, so this room might be empty (20% chance).

The chest contains three extra suits of dark clothing, 326 gp, an orb of black onyx worth 750 gp, and a *collar of umbral metamorphosis.*

KRIELLA **CR 8**
Female drow shadowcaster 7
CE Medium humanoid (elf)
Init +3; **Senses** darkvision 150 ft.; Listen +5, Spot +12
Languages Abyssal, Common, Draconic, Drow Sign Language, Elven, Undercommon

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AC 13, touch 13, flat-footed 10
hp 27 (7 HD)
Immune sleep
Resist +2 on saves against enchantments; **SR** 18
Fort +5, **Ref** +5, **Will** +6 (+8 against spells and spell-like abilities)
Weakness light blindness

Speed 30 ft. (6 squares)
Melee mwk heavy mace +4 (1d8)
Base Atk +3; **Grp** +3
Atk Options poison
Special Actions Empower Mystery, Enlarge Mystery, Extend Mystery
Combat Gear 2 doses of drow knockout poison (DC 13, unconsciousness/unconsciousness for 2d4 hours), *potion of cure light wounds,* 2 scrolls of *shadow evocation,* scroll of *step into shadow, wand of arrow of dusk*

Mysteries Known (CL 7th):
Initiate paths
4th—*shadow evocation* (spell, 1/day, DC 17)
Apprentice paths
3rd—*flicker* (spell-like, 2/day), *sharp shadows* (spell-like, 2/day)
2nd—*congress of shadows* (spell-like, 2/day), *sight eclipsed* (spell-like, 2/day)
1st—*steel shadows* (spell-like, 2/day), *voice of shadow* (spell-like, 2/day, DC 14)
Fundamentals
0—arrow of dusk (supernatural, 3/day, +6 ranged touch), black candle (supernatural, 3/day), caul of shadow (supernatural, 3/day), mystic reflections (supernatural, 3/day)
Spell-Like Abilities (CL 7th):
1/day—*dancing lights, darkness, faerie fire*

Abilities Str 10, Dex 17, Con 10, Int 16, Wis 12, Cha 16
SQ sustaining shadow (eat 1 meal/week)
Feats Alertness, Empower Mystery, Enlarge Mystery, Extend Mystery
Skills Concentration +10, Hide +13, Intimidate +9, Knowledge (arcana) +7, Knowledge (the planes) +7, Listen +5, Move Silently +7, Search +5, Spellcraft +13, Spot +12
Possessions combat gear plus masterwork heavy mace, *gloves of Dexterity +2, cloak of elvenkind*

13. COMMANDER'S QUARTERS (EL 10)

As commander of this cell of Nightshaders, Morgrenix has seized every opportunity to make her life comfortable. A large bed stands against the north wall and dark indigo carpet covers the floor. Lengths of black silk hang from the ceiling, concealing other details of this room.

Morgrenix cares nothing for the Covenant; she wants only revenge for her people. She thinks the way to achieve this is to invade the Material Plane and destroy the elves. She bides her time in this forlorn outpost until she can advance within the organization and steer the operatives to her way of thinking.

The seven silk hangings, while not obstructions, are opaque and block line of sight, providing concealment to all combatants in the room. Pulling a curtain from its hanger requires a standard action and a DC 8 Strength check.

MORGRENIX CR 10

Female drow shadowcaster 9
NE Medium humanoid (elf)
Init +2; **Senses** darkvision 150 ft.; Listen +2, Spot +11
Languages Abyssal, Common, Draconic, Drow Sign Language, Elven, Undercommon

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AC 12, touch 12, flat-footed 10
hp 34 (9 HD)
Immune sleep
Resist +2 on saves against enchantments; **SR** 20
Fort +6, **Ref** +7, **Will** +6 (+8 against spells and spell-like abilities)
Weakness light blindness

Speed 30 ft. (6 squares)
Melee *+1 longspear* +4 (1d8)
Base Atk +4; **Grp** +3
Atk Options poison
Special Actions Reach Mystery (2)
Combat Gear 2 doses of drow knockout poison (DC 13, unconsciousness/unconsciousness for 2d4 hours), 2 *gems of night, potion of fly*
Mysteries Known (CL 9th):
Initiate paths
5th—*pass into shadow* (spell, 1/day, DC 20)
4th—*shadow vision* (spell, 1/day, DC 20, CL 10th), *step into shadow* (spell, 1/day)
Apprentice paths
2nd—*flesh fails* (spell-like, 6/day), *sight eclipsed* (spell-like, 2/day)
1st—*life fades* (spell-like, 2/day, DC 16), *steel shadows* (spell-like, 2/day)
Fundamentals
0—arrow of dusk (supernatural, 3/day, +6 ranged touch), black candle (supernatural, 3/day), caul of shadow (supernatural, 3/day), mystic reflections (supernatural, 3/day), shadow hood (supernatural, 3/day, DC 14)
Spell-Like Abilities (CL 9th):
1/day—*dancing lights, darkness, faerie fire*

Abilities Str 8, Dex 15, Con 10, Int 16, Wis 10, Cha 21
SQ sustaining shadow (eat 1 meal/week)
Feats Lightning Reflexes, Path Focus (Veil of Shadows), Reach Mystery (2), Shadow Cast, Stealthy
Skills Concentration +10, Hide +13, Intimidate +11, Knowledge (arcana) +7, Knowledge (the planes) +7, Listen +2, Move Silently +12, Search +5, Spellcraft +13, Spot +11
Possessions combat gear plus *+1 longspear, cloak of Charisma +2, ring of feather falling*

14. SECOND SUBCOMMANDER'S QUARTERS (EL 7)

Maeleus knows his commander lacks commitment to the vision of the Nightshade Covenant. He cares nothing for other worlds, even fearing them a little thanks to his shadow curse. So, while his leader persists in pampering herself and ignoring the mission at hand, Maeleus waits for the opportunity to strike against her. Should the PCs engage Morgrenix first, Maeleus answers to the sounds of combat, but leaves the heavy hitters for the commander. If the timing is right, he attacks the drow leader, butchering her and any witnesses.

Maeleus's room is a wreck, nothing more than a filthy straw mattress on the floor and a pile of old bones and moldy food in the corners. It reeks of excrement and filth. This chamber holds nothing of value.

MAELEUS **CR 7**
Male shadar-kai rogue 4/assassin 2
NE Medium fey (extraplanar)
Init +7; **Senses** superior low-light vision; Listen +11, Spot +11
Languages Common, Elven, Sylvan, Undercommon, Abyssal

AC 20, touch 17, flat-footed 20; improved uncanny dodge, Dodge
hp 40 (9 HD)
Resist evasion
Fort +3 (+4 against poison), **Ref** +16, **Will** +3
Weakness shadow curse

Speed 30 ft. (6 squares)
Melee *+1 spiked chain* +13 (2d4+2)
Ranged *+1 shortbow* +13 (1d6+1/×3)
Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)
Base Atk +5; **Grp** +6
Atk Options death attack (DC 14; death or paralyzed for 1d6+2 rounds), poison use, sneak attack +4d6
Combat Gear 2 *potions of cure light wounds, potion of pass without trace, potion of shield of faith +2*
Assassin Spells Prepared (CL 2nd):
1st (2/day)—*feather fall, jump, true strike*

Abilities Str 12, Dex 24, Con 13, Int 14, Wis 8, Cha 8
SQ hide in plain sight, trap sense +1, trapfinding
Feats Alertness, Combat Expertise, Dodge, Exotic Weapon Proficiency (spiked chain), Weapon Finesse
Skills Balance +13, Bluff +5, Diplomacy +3, Disguise +3 (+5 acting), Hide +19 (+29 shadowy illumination), Intimidate +1, Jump +9, Listen +11, Move Silently +19, Open Lock +9, Search +8, Sense Motive +5, Spot +11, Survival +5 (+7 follow tracks), Tumble +16, Use Magic Device +1
Possessions combat gear plus *+2 padded armor, +1 spiked chain, +1 shortbow* with 20 cold iron arrows, *gloves of Dexterity +2*

Shadow Curse (Su) Any time Maeleus is on a plane other than the Plane of Shadow and is stunned, dazed, staggered, or unconscious, he must make a DC 15 Will save or gain one negative level until he returns to the Plane of Shadow.
Hide in Plain Sight (Ex) Maeleus can use the Hide skill even while being observed (except in natural daylight, the area of a *daylight* spell, or a similar effect).

15. STORAGE

A short hall leads to this locked (Open Lock DC 25) storage room. Inside are enough supplies to feed, water, and clothe twenty people for two months. Other items are four masterwork longswords, four masterwork spiked chains, six suits of masterwork studded leather armor, a dozen flasks of acid, and two dozen smokesticks. Finally, an ironbound lockbox (Open Lock DC 30) contain eight *potions of cure moderate wounds.*

16. BLACK PASSAGE

This long corridor stinks of mildew and mold. Four doors line the east wall, and all are ajar. Behind each door is a small empty bedroom, guest quarters for visiting members of the Covenant or allies. These rooms contain nothing of value.

17. BARRACKS (EL 9)

This room holds fourteen bunk beds and an equal number of footlockers. Two large tables and a couple of chairs sit against the walls. This room serves as the barracks for the common members of the organization. At any time, three drow bat riders and four shadar-kai sentries can be found here. Although they don't trust each other, they maintain an uneasy peace through their commitment to shadow.

Loud noises from area 16 or its adjoining rooms are sure to attract the guards' attention. They respond in 1d4 rounds. Otherwise, they attack any obvious intruders who stumble into their room. Use the earlier statistics for the sentries and bat riders.

The footlockers contain spare sets of clothing and personal effects.

BLACK SPIRE (EL 18)

When the Votaries of Vecna crossed the wastelands of the Plane of Shadow, they came upon the Bleak Sea, a vast body of liquid rot on top of which floated bits of animated flesh. This sea of disembodied parts splashed against the shores, twisting and writhing in eternal suffering. In the center stood an island, and a strange and twisted tower whose structure defied all logic perched atop it.

Seeing this tower as a sign, the group crossed the sea, many of their members succumbing to the cancerous fluid. Once on the island, they learned their former master, the demilich Acererak, once held this place, and through the will of Vecna, they could continue their studies uninterrupted. This situation changed once they explored the site, however, as they uncovered ancient treatises on shadow magic. They soon abandoned the necromantic arts for this new magic, seeing it as the will of their god.

The Black Spire stands in a stretch of negatively infused land called the Darklands. Living creatures spending time here take 1d6 points of damage per round, crumbling to ash when reduced to 0 hit points or lower. A *death ward* spell protects creatures from this effect.

The tower's floors are not level; each story careens from side to side, creating sloping floors and walls. Given this nonsensical stacking of levels, the tower appears highly unstable (but it is not).

1. BLEAK SEA

Surrounding the island for nearly a mile in all directions is a sea of unwholesome acidic fluid that seems to have a life of its own. It bubbles and shifts, sending waves erratically to the far shores and against the rocky island in the center. To make matters worse, all across the top of this fluid is a macabre skin of body parts, a harmless but disturbing morass of heads, hands, ears, and feet.

Touching the liquid is dangerous; it deals 1d6 points of damage to living things. Stone, crystal, other inorganic materials, and dead things are immune. Once the fluid contacts a living substance, it immediately grows, covering the object or creature that touched it. Every round after initial contact, the subject must make a DC 20 Fortitude saving throw or the fluid spreads further, dealing an additional 1d6 points of damage. The liquid automatically kills a subject if it reduces its hit point total to 0 or lower, and the victim rises in 1d4 days as a bodak. On a successful save, the fluid dries up and flakes away.

A successful turning check that would affect a 10 HD creature completely cleanses a subject of the liquid.

2. THE LANDING

The island is not large, being little more than a jumble of rocks pushing up out of the Bleak Sea. Dark, unwholesome fluid stands trapped in depressions, churning in its awfulness. In the center of the island stands the tower. A few darkened windows allow other means of entry, but the surest means is through the mouth of a great green demon head on ground level. The tower has no door, just a *deeper darkness* spell to conceal the interior of the structure. Permanent *walls of force* protect the windows.

3. SPIRE ENTRANCE (EL 16)

A large chamber lies beyond the demon's mouth. There, a stair spirals upward, hugging the wall. Standing puddles of dark fluid and stained cots, along with a pile of rotting meat and bones, befoul the room.

The Votaries have enslaved a band of shadow grimlocks to serve as guardians. Through their scent ability, these creatures easily detect intruders and imposters. They attack the PCs as soon as they enter.

BLIND GUARDS, RAGING (12) CR 9

Shadow grimlock barbarian 8
NE Medium monstrous humanoid
Init +3; **Senses** blindsight 40 ft., scent; Listen +12, Spot +4
Languages Grimlock, Common

AC 22, touch 11, flat-footed 22; improved uncanny dodge
hp 111 (10 HD); **DR** 1/—
Immune gaze attacks, visual effects, illusions
Resist cold 15, evasion
Fort +13, **Ref** +10, **Will** +9

Speed 60 ft. (12 squares)
Melee *+1 keen greataxe* +18/+13 (1d12+11/19–20/×3)
Base Atk +10; **Grp** +17
Atk Options rage 3/day (8 rounds), Cleave, Improved Sunder, Power Attack

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Abilities Str 24, Dex 16, Con 20, Int 10, Wis 10, Cha 4
SQ fast movement, shadow blend, trap sense +2
Feats Alertness, Cleave, Improved Sunder, Power Attack, Track
Skills Climb +9, Hide +5 (+15 in mountain or underground terrain), Jump +15, Listen +12, Move Silently +8, Spot +4, Survival +5
Possessions *+1 breastplate, +1 keen greataxe, amulet of natural armor +1*

Shadow Blend (Su) In any conditions other than full daylight, a shadow grimlock can disappear into the shadows, gaining total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell does.

When not raging, a shadow grimlock has the following changed statistics:
AC 24
hp decrease by 20
Fort +11, **Will** +7
Melee *+1 keen greataxe* +16/+11 (1d12+8/19–20/×3)
Grp +15
Abilities Str 20, Con 16
Skills Climb +7, Jump +13

4. AUDIENCE HALL

The stairs climb upward, stop at a landing, and continue up on the other side. This entire story angles sharply to the south. The landing overlooks a large auditorium, with concentric seating. Each ring is lower than the last until the bottom, where the PCs can see a podium. The walls depict religious symbols of Vecna, and green, grinning demon heads are scattered throughout. A large chandelier constructed of zombies stitched together so it looks like a knot of arms and legs hangs from the ceiling. Clutched in their hands (and held in place by *sovereign glue*) are *everburning torches*.

This area is empty and contains nothing of value.

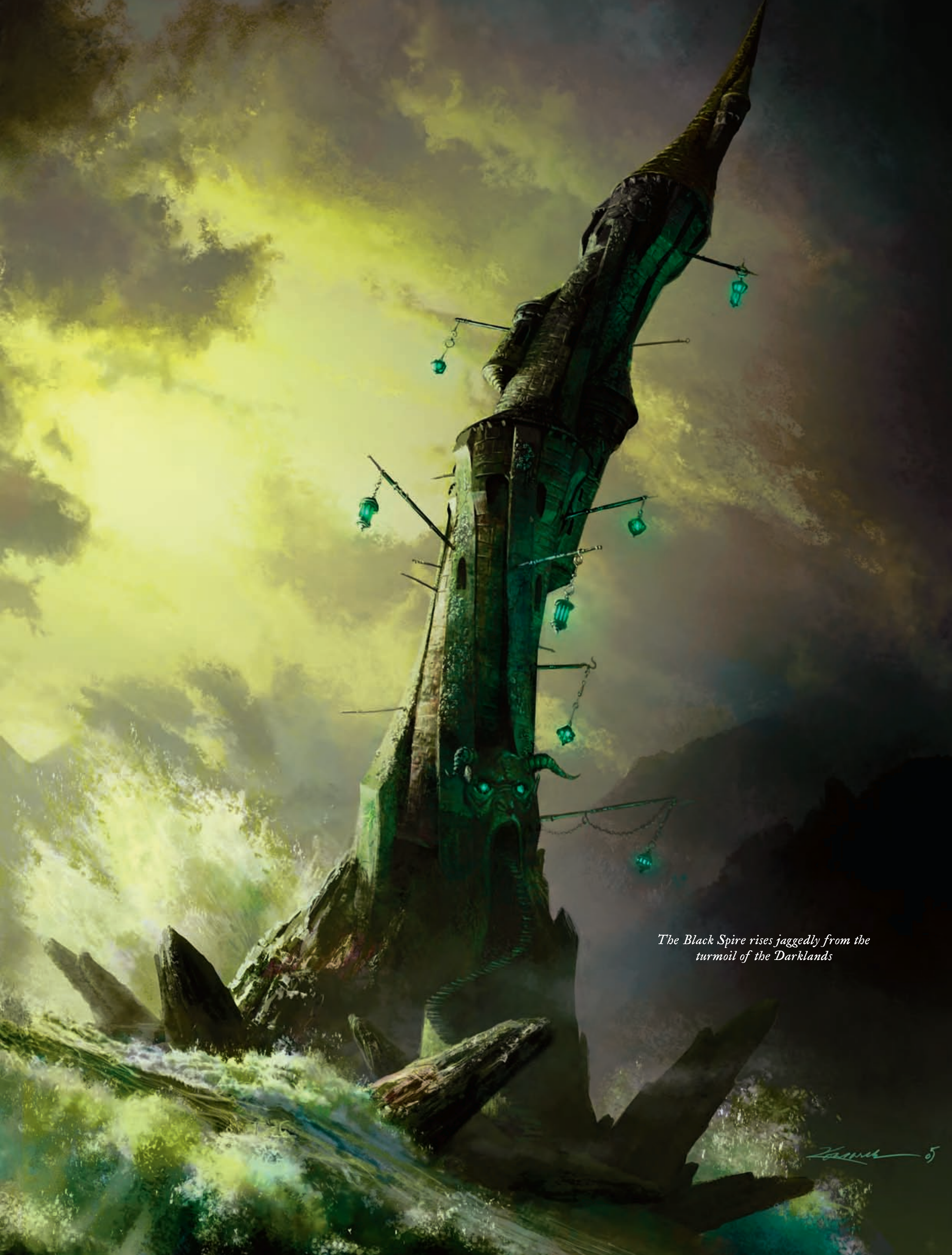
5. COMMON LABORATORY (EL 16)

The steps climb past another landing and turn further up the tower. This level of the tower leans northeast. The stairs continue on to area 6. The landing opens into a large room rimed with frost. Laboratory equipment lines tables standing against the walls. The cold emanates from a huge block of ice at the room's center. The ice is black, dark, and pitted, but a successful DC 20 Spot check reveals a dark humanoid shape inside. The creature inside is a nightwalker, imprisoned in ice by the liches who are terrified of its power.

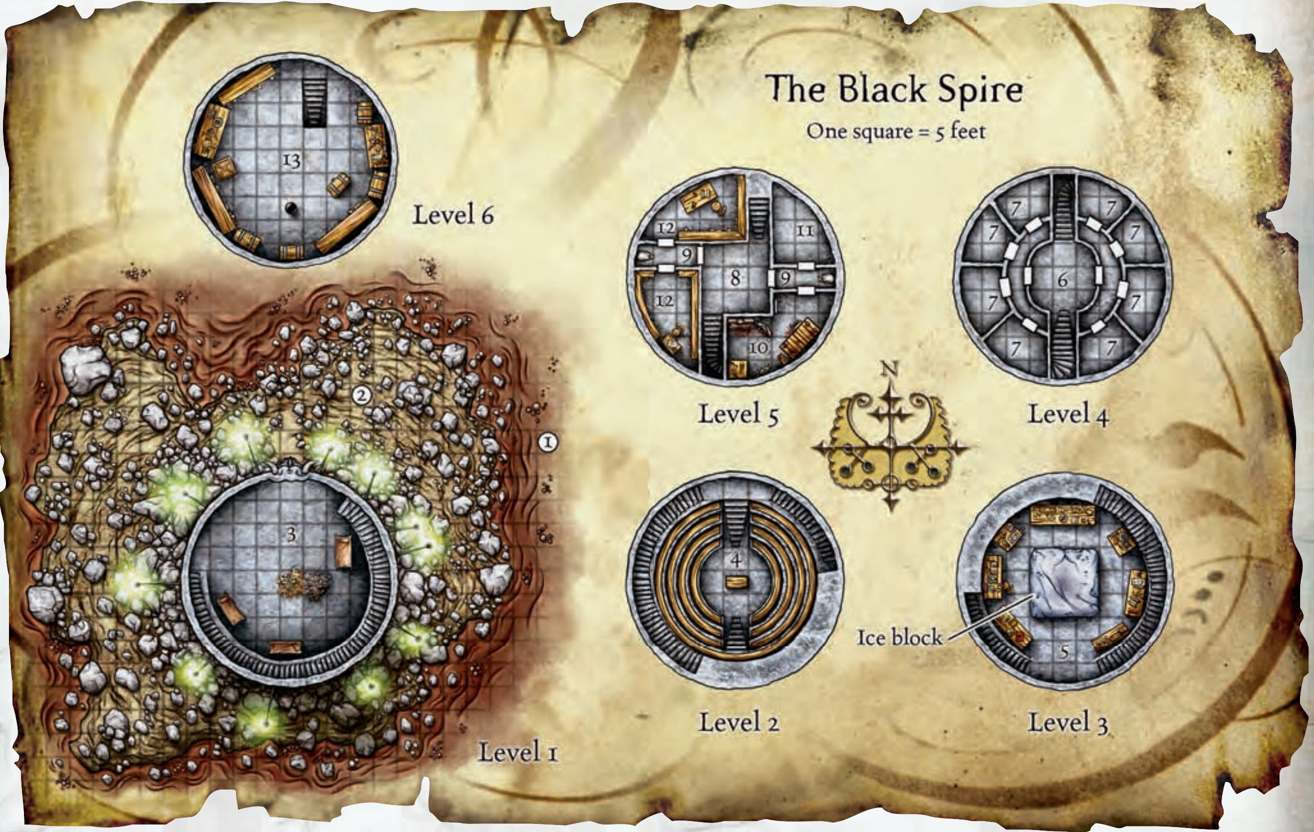
The block is 1 foot thick, has a break DC of 35, hardness 8, and 90 hit points. It has vulnerability to fire. If the PCs deal 45 or more points of damage to the block, the nightwalker breaks free, hissing with pleasure as it attacks.

Nightwalker (1): *MM* 196.

Illus. by M. Komarck



The Black Spire rises jaggedly from the turmoil of the Darklands



6. BLACK HEART

The stairs end at this round room, which, like the entire level, bends directly east. One door stands on either side, and directly across, another set of stairs leads up to area 8. This room is cold and dark, with a faint smell of embalming fluids in the air. Other than the odd odor, this room is empty.

7. VOTARY QUARTERS (EL VARIES)

The doors leading out from area 6 each open onto identical semicircular halls lined with more doors on the outer wall. Each door leads to the private quarters of one of the Votaries, powerful lich shadowcasters. Only five rooms (randomly selected) are currently occupied.

All rooms here are identical, simply bare cells for the Votaries to use when they spend time in contemplation. Sounds of combat elsewhere in the spire do not attract attention, for the liches are accustomed to treachery in this place. Still, intense fighting on this level draws a curious glance or two, which leads to all the liches emerging from their lairs.

Lesser Liches (5): hp 91; use statistics for Geoffrey Moer on page 174.

8. THE VESICLE

The stairs end in a square room. Like on the level below, two doors stand on either side, while another set of stairs climbs up to room 13. The floor slopes down toward the northwest.

The walls here are strange, glistening with moisture held back by some invisible membrane. What lies behind the membrane is fluid taken from the surrounding sea. The membrane is a permanent *wall of force*. Perceptive characters (those succeeding on a DC 15 Spot check) note a few chunks of flesh suspended in the dark waters, twitching as if alive.

Foolhardy PCs who dispel the *wall of force* (caster level 18th) release the fluid, splashing everyone inside the room. See room 1 for details on the effects.

9. HALLS

Both of these area are short, narrow corridors ending at a large skull with emeralds fitted for eyes. The emeralds are worth 1,000 gp each. A door stands in the center of each wall on either side of each hall. These areas are otherwise empty.

10. INTERROGATION ROOM (EL 20)

The door to this room is locked (Open Lock DC 35). Inside is a powerful balor demon, forced to serve the Votaries for five hundred years by means of a carefully negotiated *greater planar binding* spell. Its duties consist of torturing captives and learning whatever facts it can for Crestian (see area 13). The demon's victims rarely last for long as it immolates them in its excitement. The balor resents its binding, so it does what it can to betray and disrupt its master's plans. If the

PCs do not immediately attack the demon and attempt to parlay first, it quickly divulges all it knows about Crestian and the Votaries, warning the characters that the lich lord has a *sphere of annihilation*.

If the PCs attack the demon, it fights to the death, destroying them and as much of the tower as it can.

Balor (1): *MM* 40.

11. INCINERATOR (EL 11)

The door to this room is locked (Open Lock DC 35) and is extremely hot to the touch (dealing 1d6 points of damage per round to those touching it). If anyone opens the door, waves of heat boil out through the portal.

This area is where the Votaries discard dangerous captives, information, or their trash. This room houses a permanent *gate* to the Elemental Plane of Fire. Characters entering the room take 1d6 points of fire damage each round. A DC 40 Search check uncovers a *+2 adamantine holy undead bane greatsword*, once owned by a paladin who fell fighting the Votaries and succumbed to death after ten years of slow torture. The balor tossed his corpse and his equipment into this room, but the weapon survived the fire unscathed.

12. PRIVATE LIBRARIES

These rooms are identical. Inside each is an extensive library consisting of several volumes of forbidden knowledge. The collection between both rooms consists of two hundred volumes, each valued at 300 gp. Hidden in the southwest room is a *tome of leadership and influence +3*.

13. THE CAP (EL 22)

The stairs end in a large chamber sloping slightly downward toward the north. Shelves line the walls in all areas but one. There, a desk is littered with dozens of unusual objects. Trunks, chests, and cabinets fill much of the floor space, but nothing compares to the globe of perfect swirling darkness suspended at the far end of the chamber.

This is the chamber of Crestian, the current lich lord and leader of the Votaries. After recently acquiring a *sphere of annihilation*, he sequestered himself here to study it and unlock its secrets. He believes, perhaps foolishly, that this object is the ultimate expression of the shadow and death, the union of shadow magic and the destructive energies of necromancy. Lacking a *talisman of the sphere*, Crestian is loath to use the sphere unless he faces a significant threat.

CRESTIAN CR 22

Male human lich shadowcaster 20
CE Medium undead (augmented humanoid)
Init +5; **Senses** see in darkness 60 ft.; Listen +20, Spot +28
Aura fear (60 ft., creatures of 5 HD or less Will DC 27 or be affected by *fear* spell of CL 20th)
Languages Common, Abyssal, Draconic, Elven, Undercommon

AC 36, touch 16, flat-footed 31
hp 130 (20 HD); **DR** 15/bludgeoning and magic
Immune cold, electricity, polymorph, mind-affecting spells and abilities
Resist evasion, +4 turn resistance
Fort +12, **Ref** +11, **Will** +13

Speed 30 ft. (6 squares)
Melee touch +9 (1d8+5 [Will DC 27 half] plus paralysis [Fort DC 27 negates])
Base Atk +10; **Grp** +9
Special Actions Empower Mystery (3), Enlarge Mystery, Maximize Mystery (2), Quicken Mystery (2)
Mysteries Known (CL 20th):
Master paths
9th—*army of darkness* (spell, 1/day), *consume essence* (spell, 1/day, DC 21, CL 29th)
8th—*greater flesh fails* (spell, 1/day), *shadow plague* (spell, 1/day, DC 25), *tomb of night* (spell, 1/day, DC 27, CL 22nd)
7th—*greater life fades* (spell, 1/day, DC 24), *prison of night* (spell, 1/day, DC 26, CL 22nd), *summon umbral servant* (spell, 1/day)
Initiate paths
6th—*flood of shadow* (spell-like, 2/day), *greater shadow evocation* (spell-like, 2/day)
5th—*echo spell* (spell-like, 2/day), *feign life* (spell-like, 2/day)
4th—*shadow evocation* (spell-like, 2/day, DC 21), *warp spell* (spell-like, 2/day)
Apprentice paths
3rd—clinging darkness (supernatural, 3/day, DC 20), dancing shadows (supernatural, 3/day)
2nd—black fire (supernatural, 3/day, DC 19), shadow skin (supernatural, 3/day)
1st—carpet of shadow (supernatural, 3/day), dusk and dawn (supernatural, 3/day)
Fundamentals
0—arrow of dusk (supernatural, at will, +15 ranged touch), black candle (supernatural, at will), caul of shadow (supernatural, at will), mystic reflections (supernatural, at will), shadow hood (supernatural, at will, DC 17), sight obscured (supernatural, at will), umbral hand (supernatural, at will), widened eyes (supernatural, at will)

Abilities Str 9, Dex 20, Con —, Int 19, Wis 12, Cha 24
SQ undead immunities
Feats Empower Mystery (3), Enlarge Mystery, Greater Path Focus (Ebon Walls), Maximize Mystery (2), Path Focus (Ebon Walls), Quicken Mystery (2), Shadow Cast
Skills Concentration +19, Hide +36, Intimidate +18, Knowledge (arcana) +21, Knowledge (the planes) +21, Listen +20, Move Silently +36, Search +12, Sense Motive +9, Spellcraft +23, Spot +28, Survival +1 (+3 on other planes)
Possessions *bracers of armor +8, ring of force shield, amulet of natural armor +5, cloak of Charisma +6, gloves of Dexterity +6, ring of evasion, dusty rose ioun stone,* his phylactery, and the keys to all the locked doors

KHAD-AMA-
THOOL-MECH-
TRILLI-
BAUM-KUL
MIMURA

Truename Magic

When you speak a word in the true, original language of the universe, you tap the power of creation itself—for the ability to describe something is the ability to define it. A wielder of truename magic understands a language older and more fundamental than all others—a "mother tongue" whose words and phrases are the building blocks of the universe.

Except perhaps the gods themselves, no one can speak this original tongue. It's possible that no one ever did speak it—truenames might be more a set of instructions encoded into a language, rather than a means of communication. But through careful study, the masters of truename magic can understand a smattering of this fundamental language. When such masters name a thing aloud in the tongue of truenames, they can exert unparalleled control over the creature or object they name. They can command it, alter it, renew it, or destroy it simply by speaking their desire aloud. The cosmos seems to hear a truenamer's instruction and reorders the universe in accordance with the spoken words.

Truenamers engage in ceaseless study of the world around them, learning the truenames of as many creatures and objects as they can. As they advance in their studies, they can uncover the personal truenames of friends or foes, enabling still more powerful magic.

Some traditional spellcasters also dabble in truename magic. By incorporating a bit of truename speech into their spells, they can achieve targeted but powerful effects beyond the reach of traditional arcane or divine magic. The language of truenames is fiendishly difficult to pronounce, however, so such spells press the skill of their casters to the utmost.

If you want to cause the very earth to tremble when you say "*thremcheumalach-tura'abachnir!*" then truename magic is for you. If you want to force a babau demon to do your will simply because you know its truename is *Kyethel-cramuothan-praduvashedeo*, then truenames can be your path to power.

LESSER TRUENAME MAGIC

Truename magic already exists in a limited form in every D&D campaign. It appears in the form of the *command* and *power word* spells. These spells originate from the power of truenaming, using a single word to wreak mighty magical effects. Though powerful, they are merely spells and lack the reusability and flexibility of real truename magic.

THE METHODS OF TRUENAME MAGIC

Truenames encompass reality in its entirety. Everything in the world, everything that ever was, and presumably everything that ever will be has a truename. Even the most wizened truename sage doesn't know every word in the language of truenames—or even most of them. While the grimoires of truename masters have thousands of truenames within them, truenames undoubtedly exist beyond their knowledge, truenames that await rediscovery through magical exploration and experimentation.

Truenames are an entirely oral language. Merely writing down a truename has no particular power. Only speaking a truename aloud can reorder the universe—assuming the speaker says the name properly. The language of Truespeech is composed of hundreds of consonant sounds and thousands of delicately inflected vowels. The rhythm of the speech is likewise essential. A book might require several pages just to describe a single truename, because the speaker needs so much guidance in pronunciation.

The language of truenames is more than just a list of names. Most of the language consists of the truename equivalent of nouns. In terms of game effect, there's a truename for "orc," for "door," and for "sword." But from the truenamer's point of view, it's much more complex. There's a word for "orc berserker charging toward me," a word for "ironbound, locked wooden door with something unknown on the other side," and a word for "*flame tongue longsword* wielded by an ally." Even an apprentice in the magic of truenames knows hundreds of these truenames.

Illus. by R. Mimura

Truenames can also name actions, such as "vanish," "sharpen," or "destroy." When these actions are combined with the truenames that describe nouns, a truenamer can remake the universe in accordance with his wishes. Combining the truename for "destroy" with the truename for "orc" can cause harm to the orc charging toward you, for example. Combining "sharpen" (*yichtho'pratanuul-khadaash*) with "sword" (*gremeneth'hradoshikell*) can make the weapon more potent against your foes. "Vanish" (*bratranajaeleithal*) and "human" (*hrudokkelenthé*) can make an ally invisible.

In addition to truenames that describe nouns and those that describe actions, there exists a third category: personal truenames. These are the equivalent of proper names, uniquely identifying a single creature. If *hrudokkelenthé* is human, for example, then *Thandralkru-plennevichthuul* might be Bartellus the Necromancer. Most people don't know their own personal truenames, and even dedicated students of truename magic don't know more than a few personal truenames. (All truenamer students learn their own personal truenames, however.) Expert spellcasters and powerful monsters might know their own personal truenames, and they certainly try to keep others from learning their personal truenames. Knowing someone else's personal truename lets you describe that individual perfectly to the universe. When you can describe someone perfectly, you gain a better ability to affect him or her with the language of Truespeech.

TRUENAMES AT THE TABLE

If you're a player or DM with access to truename magic, you can employ the following techniques to bring your character to life at the table. Some techniques are roleplaying tips, while others just help the game flow around the table more smoothly.

When you use a truename, actually use the truename. Saying "I daze the orc with an utterance; it's DC 18," is a pretty ordinary thing—and you picked truename magic to set yourself apart from the ordinary. Exclaiming "I disrupt thee, *khedalaévaurümihauî!*" is something more appropriate for a truenamer.

Go ahead and spout cool-sounding mystic gibberish, and don't be worried if you can't replicate it. Truenames by their very nature are specific, so each situation should call for a new truename. It takes a little practice to just roll a dozen weird syllables off your tongue, but once you've had a little practice, your fellow players will swear that you're speaking a language they simply don't know.

If spontaneous gibberish is problematic, spend 10 minutes before each session coming up with a brief list of syllables or nonsense words and write them down. Mix and match them in different ways during the course of the session when you make a Truespeak check. Add to your list as you gain more levels, to reflect your character learning new truename abilities or utterances, and by the time a half dozen sessions have passed, you will sound like a practiced truenamer.

Give your character a fondness for spoken language. Characters who use truename magic have spent countless hours saying insanely complicated tongue-twisters over and over again; their very power depends on understanding and using language (even if it's the secret language of the universe).

That love of language might affect a truename-using PC's speech in other ways. You could give your character a vast vocabulary in mundane languages to mirror his large repertoire of truenames. He might pepper his speech with words in other languages such as Elven or Draconic. He could occasionally lapse into gibberish as he mentally "shifts gears" from the truename language into one used for communication.

Or you could deliberately play against type. Imagine the taciturn truenamer who uses few words because he's aware of the power they hold. But on the rare occasions when he speaks, the very world reshapes in the wake of his words.

Figure out your own personal truename. As a truenamer, you need to know this name, if for no other reason than to know if someone else has discovered it. All truenamers learn their own personal truenames as part of their final stage of apprenticeship. For other truename-using characters, it's an interesting bit of character background. Your personal truename is nothing less than the secret name the universe knows you by, so take a moment to come up with something mysterious and cool-sounding once you discover your own truename.

Consider being a multilingual translator and spokesman. When you start using truenames, your fellow players might expect your character to have a facility for language in other ways. While this isn't necessarily the case, you can meet their expectations by learning a number of languages with either the Speak Language skill or spells such as *tongues.* Characters who use truenames also find themselves thrust into the role of party spokesperson as well: "Let's let the guy with the powerful words do the talking for us." Skills such as Bluff, Diplomacy, Intimidate, and Sense Motive—to say nothing of your own willingness to banter with NPCs—will go a long way toward making such interactions fun and effective.

Know how object saving throws work. They don't get much play in the average D&D game, but they're an important part of truename magic, especially if you are a truenamer who has begun to delve into the Lexicon of the Crafted Tool. Whether you're the player of a truenamer or the DM who describes the result of utterances on objects, make sure you understand the object saving throw rules on page 166 of the *Player's Handbook.*

After a few sessions, you will know those rules like the back of your hand. After that, it's just a matter of the DM making sure she knows what the caster level is of a magic item and whether 2 + 1/2 its caster level is better than the saving throw bonus of the creature holding the item.

INCORPORATING TRUENAMES

Using truename magic in your game doesn't require you to change anything. You can use a truename NPC or monster at the game table tonight, and you can take ranks in Truespeak or a level in the truenamer class when you attain your next level. If you prefer to make truenames an integral part of your ongoing campaign, this chapter gives you the tools to do so.

Dabbling: Adding a truename-using character to an ongoing game requires little extra preparation on the part of a DM. A truenamer is just a character class with a number of spell-like abilities that rely on a successful skill check to function. Truename spells are just like their traditional counterparts, only they too require a skill check to function. The rest of the PCs can be blithely unaware of the nature of truename magic; to them it's just another esoteric magic discipline.

If you're a player, you can give your character the power of truename magic through two possible paths. First, you can take levels in the truenamer class (described on page 198). You will function like a spellcaster, but you use utterances and recitations to create magical effects. As you attain more levels, you will learn more truenames and discover more ways to employ them to overcome challenges.

If you're already a spellcaster, you can learn the Truespeak skill (described on page 195), then learn truename spells. These spells function just like regular spells (with levels, components, and all the game rules you're used to). However, they incorporate one or more truenames into their verbal component, so you can achieve powerful effects on a truenamed target. They're also somewhat more difficult to cast; you must succeed on a Truespeak skill check for a truename spell to function as intended.

Whether you opt for the truenamer class or start casting truename spells, you will want your Truespeak bonus to be as high as possible. The Truename Training feat makes Truespeak a class skill for you, so you can get the maximum ranks in the skill rather quickly. Skill Focus (Truespeak) is likewise helpful, for obvious reasons.

Crescendo: You can also start out by dipping a toe into the waters of truename magic as described above, then increase your level of dedication to truename magic as your interest level dictates.

Prestige classes are available for both truenamers and members of other classes who can use Truespeak, including the acolyte of the ego and the brimstone speaker. Those characters who know even a smattering of truenames can likewise become disciples of the word or fiendbinders. A number of feats (described on pages 228–231) augment any character's ability to use truenames effectively.

Truenames will start to have an important place in your characters' schemes. They will investigate the personal truenames of their archrivals, and they will spend time trying to figure out which truenames will be particularly useful in overcoming challenges.

The Truename Campaign: If you're a Dungeon Master, you can create a campaign where truename magic is central—even if the PCs don't realize it at first. You can incorporate the rules in this book gradually by first hinting at the existence of organizations such as the Collectors of the Lexicon or the Kingmakers. Perhaps the PCs will eventually make an enemy of one of those organizations, or of a truename-using monster such as a garbler or a loquasphinx. Confronted with the strange magic of a truenamer or a logokron devil, the PCs will seek out more information about these truenames the villains keep talking about. To protect themselves, they might start taking ranks in Truespeak, casting spells that protect against truename magic, and so on.

However you incorporate truenames, you can use the same system to resolve their effects. A character who wants to use a truename must complete two steps: learning the truename, then speaking it aloud.

TRUENAME GLOSSARY

This book isn't large enough for a list of truename equivalents for every word you're likely to use in your D&D game—and it wouldn't be much fun to read in any case. So there's no glossary for your character. But a player using

BEHIND THE CURTAIN: THE ROOTS OF TRUENAME MAGIC

The magic of names has been a theme in fantasy literature for as long as the genre has existed. Several attempts have been made to bring this theme into the DUNGEONS & DRAGONS game, but *Tome of Magic* represents a major effort to implement a thorough rules set. When work on the truename magic system began, the goal was to allow players to create characters who use and master the power of truenames. Characters would learn the names of specific things, slowly build their repertoire of names, and through those names, expand their control over the world. Staying true to the literary roots of truename magic, however, would not have meshed well with the game aspect of roleplaying.

For example, a truenamer who knows the name for goblin might have a great deal of power in encounters with goblins, but that same truenamer might be powerless against other kinds of creatures and therefore wouldn't have much fun outside a goblin lair.

The truename magic system needed to move away from the tropes of fantasy. Instead of making the nouns of truenaming be the rare words of power (a noun might be the truename for goblin), the rules system presented here instead makes the verbs the rare and powerful parts of truenames. That means that whether the encounter is with a goblin or a troglodyte, the truenamer has a chance to participate, but like other classes is not sure of the success or magnitude of an attack or ability.

the truename magic rules will discover terms unique to this sort of magic.

Lexicon: One of three categories of truenames. Utterances can be found in one of these lexicons: The Lexicon of the Evolving Mind, the Lexicon of the Crafted Tool, or the Lexicon of the Perfected Map. Truenames that name personal truenames aren't found in lexicons.

Personal Truename: A truename that uniquely describes a specific individual, analogous to a proper name such as "Lidda Tosscobble."

Recitation: The repetition of the speaker's personal truename, subtly altering the cadence for a particular magic effect. Truenamers use recitations to restore their bodies and minds to an "original" state; most recitations eliminate poison, disease, and similar ongoing harmful effects. Recitations are available to those with ranks in the Truespeak skill through feats, although truenamers receive access to some recitations through bonus feats.

Truename: A description of a creature ("halfling"), place ("forest"), thing ("dagger"), or action ("destroy"), delivered in the primal language of the universe. Each truename is exceedingly specific and incredibly difficult to pronounce aloud.

Truename Spell: A spell that incorporates one or more truenames into its casting. Truename spells always have a verbal component, for obvious reasons. All the usual rules for spells apply, but the spellcaster must also succeed on a Truespeak check for the spell to work. Truename spells can be cast by arcane or divine spellcasters, depending on the individual spell.

Truenamer: A class devoted to the study of truenames. Truenamers use utterances and recitations to achieve potent magical effects.

Truespeak: The skill, introduced in this book, of correctly pronouncing truenames—especially in stressful, distracting situations such as combat.

Utterance: A combination of a truename that describes an action with a truename that describes the subject of that action. This is the most important class feature of the truenamer class.

LEARNING TRUENAME MAGIC

Despite the fact that truenames are fiendishly complex and often require several alphabets just to write down, learning a truename is the easy part.

Basic Truenames: Studying entire categories of truenames is largely the province of characters with the truenamer class. Throughout their career, they learn utterances, which they can use to describe everything in the world. Utterances thus allow truenamers to affect creatures, objects, and even locations with their words. The choice is theirs which utterances they study from each of the three lexicons. Utterances are also unique because most—specifically, those from the Lexicon of the Evolving Mind—can be spoken in reverse, making each two words in one. One truenamer might learn the utterance dealing with healing and destruction, which would allow him to heal and harm creatures. A truenamer can also learn from the Lexicon of the Perfected Map, which allows her to name and affect places. She might be able to shake the earth beneath her enemies' feet or make the terrain in an area easier for her allies to traverse. Learning new utterances from a particular lexicon is a class feature of the truenamer class. It's automatic, but it's not comprehensive. Even a 20th-level truenamer won't know all the utterances in all the lexicons.

Spellcasters with ranks in the Truespeak skill automatically know the truenames that are part of the truename spells they cast; it's a normal part of the spell-learning process. But because the truenames are woven into the spell itself, spellcasters can't extract the truenames and use them outside the context of the spell. That's the province of the truenamer.

The basic truenames that form utterances are described in countless grimoires found in the libraries of truenamers. *The Analects of Vondellak*, *The Spotted Libram*, and *Hadrakk's Tome*, for example, are three multivolume collections of truenames devoted to the Lexicon of the Evolving Mind, the Lexicon of the Crafted Tool, and the Lexicon of the Perfected Map, respectively. (Lexicons are described in greater detail on page 234.)

> *"Xenshenasha-prietokana'hazhulakhan!"*
>
> —Reversed utterance of *essence of lifespark*,
> a common execution technique for
> High Inquisitor Phar-Noghrio

Personal Truenames: The personal truename that uniquely describes an individual creature is much harder to learn, because most creatures powerful enough to be aware of their personal truenames are smart enough to know that a personal truename should be kept secret. But magical research—everything from poring over dusty tomes to asking the gods for divine guidance—can sometimes uncover a personal truename. The process is uncertain and time-consuming. But the payoff is often worth it; when you know a creature's personal truename, it is easier to affect it with your utterances than if you were using a normal truename. The method of discerning creatures' personal truenames is described in Truename Research on page 196.

Lots of powerful truenamers keep lists of personal truenames they have learned, and some of these have survived through the ages to inform future generations of truenamers. *The Merciless Catalog of Fiends* and *Splendor beyond the Veil* are two encyclopedias of personal truenames that cover important fiends and powerful undead, respectively. Copies are kept under lock and key in many a master truenamer's library.

Your Own Personal Truename: Most people don't know their own personal truename. Indeed, you would get a blank stare if you asked the local blacksmith what his truename was. But it's often useful to know what your truename is. Your personal truename can be a conduit for powerful beneficial spells. A truenamer gains access to recitations through bonus feats, and can take more recitation feats as he attains more levels. Recitations can restore the truenamer to his original condition, wiping away poison, disease, or ongoing magical effects in the process. Members of prestige classes such as the acolyte of the ego and the disciple of the word rely on an intimate knowledge of their own personal truenames as a path to inner power.

You can learn your own truename through magical divination (described in Truename Research on page 196). Truenamers automatically learn their own personal truenames at 1st level; doing so marks the end of their apprenticeship.

When you learn your own truename, take a moment to write it out. Anything of eight or more syllables will do. You can match the sound of your personal truename to your personality. If you have an aggressive character, make up a personal truename with a lot of explosive consonants and guttural sounds. If your character has a more serene countenance, use a lot of vowel blends and softer-sounding consonants. *Thakrasch-Voor-Grakat'tranqi* is a good personal truename for a bold, often angry character, while the personal truename of *Aurash-Hrietuli-Oursselleam* hints at a more contemplative character.

SPEAKING A TRUENAME

Learning a truename is a straightforward process; you either figure it out through magical research or know it automatically from a spell or from the truenamer class feature. Once you know a truename, that knowledge can't easily be taken away from you. However, just because you know the personal truename of the demon prince Orcus (no mean feat, by the way) doesn't mean you have him under your thumb. You must be able to speak the truename aloud.

No ordinary language comes close to the complexity and demanding exactness of truenames. A simple sound such as a long "a" can be delivered with a hundred slight variations of pitch, timbre, and inflection. How the sounds blend into one another carries meaning of its own. Every consonant sound you've ever heard—and some completely foreign to your ears—is represented. Even the simplest truename can have up to a dozen syllables demanding a specific cadence and polyrhythm. Pronouncing any truename properly takes hours of practice and the height of concentration, and personal truenames are even more complex.

Apprentice truenamers often strain their throats into hoarseness or silence just mastering basic vowel sounds, as their harsh masters demand hours of repetitive pronunciation drills: "Aaaaaoooah, aaaaaoooah, aaaaaoooah…" and so on. Even bards accustomed to delivering epic poetry or long dramatic works quickly find their vocal cords exhausted by the precise demands of Truespeech. Many a failed apprentice is unable to muster a voice louder than a whisper; truespeaking can even permanently damage the vocal cords if you attempt too much too soon.

Speaking a truename aloud is the hard part of the process, and doing so requires a successful check in a new skill: Truespeak. Using Truespeak requires a skill check, and calculating the DC for such a check usually follows the same formula.

- To speak a creature's truename aloud, you must succeed on a Truespeak check with a DC equal to 15 + (2 × the creature's Challenge Rating). If you're saying the truename of a PC, the DC is 15 + (2 × the PC's Hit Dice). When you're speaking a creature's personal truename, the DC increases by 2 because those truenames are more linguistically complex.
- To speak a magic object's truename aloud, the Truespeak DC is 15 + (2 × the item's caster level).
- To speak a nonmagical object's truename aloud is a DC 25 Truespeak check.

Usually you make a Truespeak check to speak an utterance, use a recitation, cast a truename spell, or use a unique special ability (such as those used by some of the new prestige classes found later in this chapter). The check doesn't require an action of its own; it's part of the action (usually a standard action) of the utterance, recitation, spell, or ability. Rules for using recitations and utterances are found on pages 231 and 232.

The consequence for failing a Truespeak check is that the utterance, recitation, spell, or ability doesn't work. Creatures with the Personal Truename Backlash feat have truenames that are dangerous to utter aloud. If you fail at a Truespeak check involving a creature with Personal Truename Backlash, the universe itself punishes you for getting the name wrong (see the feat on page 229 for details).

> *"Iorakh-hrun'wellenek-lauvroonea!"*
>
> —Utterance of *caster lens,* delivered by Menastrasian before calling the pit fiend that sacked Joruul

TRUESPEAK (INT; TRAINED ONLY)

Use this skill to master the tortuous pronunciation of truenames, each of which involves a dozen syllables, precise timing, and vocalizations foreign even to the most multilingual character. If you're a truenamer, you use this skill every time you deliver an utterance or make a recitation. If you're a spellcaster with a truename spell at your disposal, you make a Truespeak check to cast the spell properly. Members of prestige classes such as the fiendbinder, acolyte of the ego, and brimstone speaker make Truespeak checks to activate their class features.

You can also make a Truespeak check as a free action to identify an utterance being spoken, even when it's not your turn. The DC of this check is equal to the DC to speak the utterance you wish to identify.

> *"Unevanskillaub-krandechagh'plovarrith!"*
>
> —Utterance of *rebuild item,* delivered by Krentil Orgautham to revive the golems that guarded the Tower of Vines

Of the standard classes, only the truenamer has Truespeak as a class skill. Other characters can avoid the high cost of cross-class skills by taking the Truename Training feat (described on page 229).

This skill doesn't represent your ability to learn and know truenames so much as it represents your ability to say them aloud. Each truename is complex and exacting enough that just overhearing a truename—even a personal truename—doesn't give you any particular facility for pronouncing it yourself. That takes continuous vocal exercises and endless study.

Check: You can pronounce the truename of a creature (such as "orc," "horse," or "red dragon") by succeeding on a Truespeak check with a DC of 15 + (2 × the creature's CR). For creatures that don't have Challenge Ratings, such as player characters, use a DC of 15 + (2 × the creature's HD). Speaking the truename of a magic item has a DC of 15 + (2 × item's caster level).

Speaking a creature's personal truename increases the DC of the Truespeak check by 2. You gain a +4 competence bonus on Truespeak checks for saying your own personal truename.

Because saying a truename is such an idiosyncratic, exacting task, you can't take 10 or take 20 on Truespeak checks.

Action: Speaking a truename is a standard action that provokes attacks of opportunity.

Try Again: Yes.

Synergy: If you have 5 ranks in Truespeak, you gain a +2 bonus on any Knowledge checks made to conduct truename research.

TRUENAME RESEARCH

Most truenamers learn truenames from the three lexicons that define a truenamer's craft. But an important category of truename doesn't exist within the lexicons: personal truenames. A normal truename defines you in terms of your creature type and what you're doing, such as "orc berserker" or "lurking mind flayer." But a personal truename defines you and you alone: "Gratharz son of Morach" or "Ythrinik Rumikauptraal of the Hydramaw clan." Your truename might change depend on what you're doing, but your personal truename never changes, even if you undergo personal upheaval or magical transformation (such as a *polymorph* spell).

Personal truenames are harder to say (+2 DC on the Truespeak check). But they enable a truenamer to deliver more devastating utterances. If a truenamer knows the personal truename of a creature and uses his utterances against it, the save DCs of any utterances that incorporate the creature's personal truename increase by 2, and the truenamer gains a +2 bonus on caster level checks to overcome that creature's spell resistance, if any. Personal truenames are also a necessary component in many truename spells that arcane and divine spellcasters with the Truespeak skill employ.

Only creatures with an Intelligence score of 3 or higher have personal truenames. This excludes most animals, vermin, and oozes, for example. Some undead and constructs likewise have no Intelligence and thus no personal truenames. If the Intelligence of a creature with a personal

HOW COME MY NAME GETS HARDER TO SAY?

Master truenamers and grand spellcasters with the Truespeak skill have noticed an intriguing phenomenon: Some people's truenames get harder to pronounce as they get older. The phenomenon isn't widespread, but nearly every truenamer mentor can tell the tale of an apprentice who goes out to explore the world. When the apprentice returns years later, his truename hasn't changed. But it has become harder to pronounce, less tolerant of slight quavers and minuscule disparities in timing.

Truename scholars note that many who exhibit this phenomenon eventually become important leaders, great heroes, or sinister villains. They speculate that the universe is taking a greater interest in them as they achieve more. As their truenames become more important to the universe, they become harder to say.

(Mechanically, what is happening is that the young truenamers are gaining Hit Dice as they attain more levels, and thus the DC to speak their truename increases as well. Because Hit Dice are an abstraction that doesn't exist in the game world, the NPCs have only a vague sense of what's going on.)

truename drops below 3, it does not lose its personal truename. Likewise, if the Intelligence of a creature with an Intelligence of less than 3 increases above 3 through some temporary magical effect (even that generated from an item such as a *headband of intellect*), it does not temporarily gain a personal truename. If a creature's Intelligence is permanently improved above 3 (such as an animal being the subject of an *awaken* spell), the universe acknowledges the creature's new state of awareness and it gains a personal truename.

> *"Borukanthalau'quirialahn'imaush-anathir!*
>
> —Utterance of *critical word of nurturing*, used by Jellisqua to keep General Sulvarr alive during the Battle of the Red Isthmus

DISCOVERING A PERSONAL TRUENAME

You can find out someone's personal truename using a combination of mundane and magical research techniques. But the search can be an expensive, time-consuming process. Even access to the *Merciless Catalog* or *Splendors beyond the Veil* isn't sufficient, because those encyclopedias are neither complete nor completely accurate. (Shortly after the *Merciless Catalog of Fiends* was disseminated, for example, many clever devils intentionally spread fake copies with their own names badly garbled but the personal truenames of their rivals intact.) Shorter-lived characters, such as humans, probably don't have their personal truenames recorded in any important text, so discovering such an individual's truename becomes an exercise in detective work using genealogies, magical divinations, and other esoteric techniques.

It takes a successful Knowledge check in the relevant subskill to discover a personal truename (although 5 ranks of Truespeak grant a synergy bonus to any such checks, and the Truename Research feat grants additional benefits). The DC uses a familiar formula: 15 + (2 × creature's CR), or 15 + (2 × HD) for creatures such as PCs that don't have Challenge Ratings. If you have the bardic knowledge class feature, you can substitute bardic knowledge checks for the Knowledge check.

Just one success is rarely enough to discover a truename. You need a number of successes equal to 1/2 the creature's Hit Dice (minimum 1).

Each Knowledge check to discover a personal truename takes one week and costs 1,000 gp (for meditative incense, access to private libraries, and so on). Cut the weekly cost in half if you have unfettered access to a major library, such as one owned by a wizards college, a scribes guild, or the archives in a major temple to a knowledge god. Someone with the Truename Research feat also cuts these costs in half (see the feat description on page 229), or by three-quarters if he also has access to a library or other source of truename lore.

The research process is interruptible at any time. If you need to go on an adventure, just keep track of how many successful checks you've made thus far, then resume your research when your schedule allows.

Obscure Creatures: Ironically, it can be somewhat easier to research the personal truename of a powerful dragon than a lowly gnoll hunter. Historical annals will periodically mention a great wyrm's deeds, and previous truename researchers might have made progress on the truename (and recorded that progress). But it's likely that no one has ever cared about the gnoll hunter's personal truename, so mundane texts won't be much help. Creatures with less than 10 HD are considered obscure unless they have historical or political importance. Unless you're using magical divinations to aid your research, you can't even attempt the Knowledge checks.

The Knowledge check to learn a personal truename is modified by the factors in the table below.

TABLE 3–1: PERSONAL TRUENAME RESEARCH MODIFIERS

Condition	Modifier
Staff of research assistants	+2
Commune spell*	+2
You know who the subject's ancestors are†	
Parents	+1
Grandparents	+2
Great-grandparents or beyond	+4
Divination spell*	+4
Contact other plane spell*	+2
Legend lore spell*	+6
You have met the subject	+1
You have spent more than a month in proximity to the subject	+2
You are related to the subject (or you are the subject)	+4
You know the subject's creature type	+1
You have 5 ranks in Truespeak (synergy bonus)	+2
You have the Truename Research feat	+2
Subject is considered obscure (see above)	–4
Subject has Obscure Personal Truename feat	–4
Subject has *hidden truename* effect	–8

*Must be cast during the week you make the check. Multiple castings of the same spell don't stack, but different spells cast during the same week do stack.
†These bonuses are cumulative with one another.

THE TRUENAMER

> "*I name you* thelehb'maürechthalahh, *tyrant. I rend asunder your petty spells with* bhauo-yualé-mannarae. *And I bring you to your knees with* gorvoâtyrmu-lílautha. *With only three words, I have you at my mercy.*"
>
> —Sekhen, Master of Truespeech

Truenamers study the words that comprise the fabric of existence. They seek to unravel and comprehend the mysteries of the Multiverse by learning the truenames of as many of its components as possible. A truenamer learns new truenames as he progresses in level, which he can use as utterances to manipulate the world around him. All truenamers know the basic words of Truespeak that allow them to describe creatures that they encounter, so the new words they learn enable them to alter those creatures in very specific ways. As they continue to advance, they also learn to describe—and thus affect—inanimate objects and even places, which are more difficult to describe using truenames.

If you want to understand the secret language of the universe, the truenamer class is for you. By delving into the truenames of everything that surrounds you, you can reshape reality itself. You will speak words of power so potent that the cosmos will rearrange itself to match their meaning.

MAKING A TRUENAMER

At first, you will only be able to use Truespeak in a few ways, so your power will necessarily be limited. You will know only a few truenames, and more important, your ability to pronounce them is imperfect. You will encounter situations when you aren't as skilled with Truespeak as you need to be, and you say "*ghaurtahlakranammio*" when you meant to say "*ghaurtalhakranammio.*" As a low-level truenamer, you might be able to increase an ally's effectiveness in combat or freeze an enemy in place, but you won't be commanding demons or altering the landscape—yet.

As you attain more levels, your power grows in three main ways. First, you gain access to new lexicons, expanding your abilities to influence items and places, as well as creatures. Second, you learn new utterances, each of which gives you a new way to affect creatures, objects, and places. Third, as you gain ranks in the Truespeak skill, you will naturally be able to pronounce truenames more reliably, especially the truenames of more powerful creatures.

In many ways, you're like a spellcaster. You would rather deliver an utterance or a recitation than attack with a weapon. By choosing the path of the truenamer, you give up a degree of flexibility compared to a spellcaster. You have a set of utterances and recitations you can make, and this set doesn't change from day to day the way a wizard can change her arsenal of prepared spells. But because you aren't casting spells, you don't have to worry about spell slots, spell levels, or running out of your most precious resource. You can continue to speak utterances and recitations as long as you can continue to succeed on Truespeak checks.

Abilities: Intelligence and Charisma are the most important ability scores for you. Intelligence is the relevant ability score for the Truespeak skill; a high Intelligence will help you learn and remember the long strings of syllables and exact pronunciation of the truenames you know. Charisma provides the force and conviction behind your words. In game terms, it sets the save DC for many of your utterances.

Other ability scores matter less, because you would much rather deliver an utterance than swing a sword or shoot a bow. If you're spending points on a physical ability score, consider Constitution because it provides extra hit points—a resource everyone runs short on eventually.

Races: The knowledge of truenames—and how to manipulate them—can be found among most races, but, as with the magic of wizards, the lore of truenamers requires a certain scholarly bent. Truenamers also spend significant time in libraries and other places of knowledge, and thus are more rare among less civilized (or at least, less urban) races.

Humans and dwarves, especially, find truename magic appealing. Dwarves find truename magic like a delightful puzzle to be solved: combinations of individual words of power, when put together a certain way, capable of achieving a specific effect. Scholarly dwarves are on the forefront of combining genealogy and truenames, discovering how the personal truenames of dwarves within the same clan have some common syllables.

Humans living in the centers of major cities have access to some of the libraries and other resources so essential to learning truenames. They're also natural explorers, crossing the globe in search of new things to name. The division of truenames into three lexicons is largely a human invention, and now all truenamers enjoy the convenience of the three classifications.

Truenamers can also be found among elves and gnomes, although such characters tend to prefer a more organic approach to magic. Halflings and half-orcs frequently lack the discipline or access to sources of knowledge to make truename magic feasible, although some clans and tribes might include members with ranks in Truespeak, and perhaps knowledge of a few truename spells.

Alignment: Truenamers have no preferred alignment. Both the blackest hearts and the purest souls seek to understand the cosmos by mastering truename magic. Evildoers want to reshape the universe for their own ends—or for those of their dark masters. The defenders of all that is good want to use truenames to create a more just, compassionate world. The rigid complexities of truename linguistics appeal to lawful characters, while chaotic characters love how truename magic confounds society's rules as an agent of fundamental change.

Starting Gold: 4d4×10 gp (100 gp).

Starting Age: As wizard.

TABLE 3–2: THE TRUENAMER   HIT DIE: D6

						Utterances Known		
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Lexicon of the Evolving Mind	Lexicon of the Crafted Tool	Lexicon of the Perfected Map
1st	+0	+0	+0	+2	Known personal truename	1	—	—
2nd	+1	+0	+0	+3	Knowledge focus	2	—	—
3rd	+2	+1	+1	+3	—	3	—	—
4th	+3	+1	+1	+4	—	4	1	—
5th	+3	+1	+1	+4	—	5	1	—
6th	+4	+2	+2	+5	Truename Research	6	1	—
7th	+5	+2	+2	+5	Knowledge focus	7	2	—
8th	+6/+1	+2	+2	+6	Bonus recitation feat	8	2	1
9th	+6/+1	+3	+3	+6	See the named 1/day	9	2	1
10th	+7/+2	+3	+3	+7	Knowledge focus	10	2	1
11th	+8/+3	+3	+3	+7	—	11	3	1
12th	+9/+4	+4	+4	+8	—	12	3	2
13th	+9/+4	+4	+4	+8	Sending	13	3	2
14th	+10/+5	+4	+4	+9	Knowledge focus	14	3	2
15th	+11/+6/+1	+5	+5	+9	Bonus recitation feat	15	4	2
16th	+12/+7/+2	+5	+5	+10	—	16	4	3
17th	+12/+7/+2	+5	+5	+10	Speak unto the masses	17	4	3
18th	+13/+8/+3	+6	+6	+11	—	18	4	3
19th	+14/+9/+4	+6	+6	+11	—	19	5	3
20th	+15/+10/+5	+6	+6	+12	Say my name and I am there	20	5	4

Class Skills (4 + Int modifier per level, ×4 at 1st level): Concentration, Craft, Perform (oratory), Knowledge (all skills, taken individually), Truespeak, Use Magic Device.

Illus. by M. Phillippi

Khetarin, a half-elf truenamer

Table 3–3: Maximum Utterance Level Known

Level	Lexicon of the Evolving Mind	Lexicon of the Crafted Tool	Lexicon of the Perfected Map
1st	1st	—	—
2nd	1st	—	—
3rd	2nd	—	—
4th	2nd	1st	—
5th	2nd	1st	—
6th	3rd	1st	—
7th	3rd	2nd	—
8th	3rd	2nd	1st
9th	3rd	2nd	1st
10th	4th	2nd	1st
11th	4th	3rd	1st
12th	4th	3rd	2nd
13th	4th	3rd	2nd
14th	5th	3rd	2nd
15th	5th	4th	2nd
16th	5th	4th	3rd
17th	5th	4th	3rd
18th	6th	4th	3rd
19th	6th	5th	3rd
20th	6th	5th	4th

CLASS FEATURES

Your class features involve learning new utterances, attaining more knowledge among the three lexicons, and learning recitations that use your personal truename.

Weapon and Armor Proficiency: You are proficient with simple weapons and with light armor, but not with shields.

Known Personal Truename: You know your own personal truename. You cannot pronounce it automatically; doing so requires a Truespeak check with a DC equal to 15 + (2 × your Hit Dice) + 2. Because it's your personal truename, you get a +4 bonus on the Truespeak check.

Utterances (Sp): You have the ability to speak utterances, powerful combinations of truenames that can alter the world around you in fundamental ways. Utterances exist in three lexicons: The Lexicon of the Evolving Mind, the Lexicon of the Crafted Tool, and the Lexicon of the Perfected Map. You begin play knowing one utterance from the 1st level of the Lexicon of the Evolving Mind, and you gain one utterance from this lexicon at each truenamer level you attain. You gain access to higher levels of utterances at the levels indicated on Table 3–3. When you gain access to higher-level utterances, you can choose an utterance from that level or from a lower level, if you wish.

Each utterance represents hundreds of truenames in your repertoire. When you gain the *word of bolstering*, for example, you say *thanthan'ku'ul-hrasechni* when you're delivering it on your elf ranger ally and *yanu-shankrini'qalaasha* when you're delivering it on your gnome rogue friend.

The Difficulty Class for a saving throw against your utterances is 10 + 1/2 your truenamer level + your Cha modifier.

Beginning at 4th level, you also gain access to the 1st-level utterances of the Lexicon of the Crafted Tool, allowing you to alter objects with your truenames. You gain access to higher-level utterances from this lexicon at 7th, 11th, 15th, and 19th levels, as indicated on Table 3–3.

Beginning at 8th level, you gain access to the 1st-level utterances of the Lexicon of the Perfected Map, allowing you to alter places with your truenames. You gain access to higher-level utterances from this lexicon at 12th, 16th, and 20th levels, as indicated on Table 3–3.

See page 232 for the rules on successfully speaking utterances.

Knowledge Focus (Ex): As a truenamer, you spend a great deal of time studying the world around you in an effort to learn new truenames. At the levels indicated on Table 3–2, you gain a permanent +3 bonus on a Knowledge skill of your choice. Each time you gain this ability, you can apply it to a different Knowledge skill, or to the same Knowledge skill, if you want to focus on a particular area of expertise.

Truename Research: At 6th level, you gain Truename Research as a bonus feat. See page 229 for details.

Bonus Recitation Feat: By repeating your own personal truename over and over with a particular inflection, you can achieve various healing effects starting at 8th level. Choose one recitation feat from those given later in the chapter. You must still meet the prerequisites for the bonus feat to take it.

At 15th level, you gain a second bonus recitation feat.

See the Named (Su): Beginning at 9th level, you have the ability to see a creature from afar whose personal truename you know. This ability works as the *scrying* spell, but does not require a mirror or pool of water to function. Instead, you must make a Truespeak check for the creature as normal (see page 196 for information on making a Truespeak check to affect a creature). If your check is successful, the creature does not get a save to resist the ability, but you can view the subject for only 1 round. You can use this ability once per day.

Sending (Su): Beginning at 13th level, you can speak to creatures whose personal truenames you know from a great distance. You must make a successful Truespeak check (DC 15 + 2 × target's CR) to use this ability. If successful, you can send a message to the subject as a *sending* spell (caster level equal to your truenamer level). You can use this ability three times per day.

Speak unto the Masses (Su): At 17th level, you have the ability to affect a number of creatures of the same creature type with a single, powerful utterance. You can only affect creatures of the same type (humanoids, giants, or dragons, for example) with a single use of this ability, although you could use it against a different group of a different creature type each round. No two of the creatures you wish to affect with your utterance can be more than 30 feet apart, and the base DC for your Truespeak check is equal to the most powerful (highest CR or most Hit Dice, if you are affecting PCs) creature in the group. For each creature you wish to affect with the utterance beyond the first, the DC of your Truespeak check increases by 2.

The Law of Resistance (see page 233) applies to utterances altered with speak unto the masses. As a result, additional uses of an utterance modified with speak unto the masses might be more difficult, even if you then want to use the utterance on a single creature later in the day. For example, if you attempted to use an utterance against four fire giants (each CR 10), the DC would be 15 + (2 × 10) + 6, or 41. If your attempt was successful, and you later tried to use that same utterance against a single marut (CR 15), the Law of Resistance applies, and the DC would be 15 + (2 × 15) + 2, or 47.

Say My Name and I Am There (Su): At 20th level, you develop a truename—not your personal truename, but a sort of true nickname—that is invested with cosmic power such that others who speak it can conjure you forth. Whenever someone successfully says this truename, you can appear at that creature's location as if taken there by a *word of recall* spell. You know who is saying your truename, and you can choose not to be transported if you wish. The nickname is often one or two syllables taken from your personal truename. A creature speaking your true nickname need not make a Truespeak check to do so.

Most truenamers with this ability teach the truename to their friends and allies so they can be called when needed.

PLAYING A TRUENAMER

The whole point of being a truenamer is that your words have impact. You're at the table to be heard. Whether you're a glib negotiator, a master of riddles, or a laconic hero who speaks only when she must, you should develop a distinctive style for your character's speech.

As a truenamer, you're particularly interested in defining things. You want to figure out the game world and accurately name all its contents. That's what drives you to solve puzzles, uncover hidden enemies, and undertake other adventures: the desire to catalog and name all you encounter.

RELIGION

Any deity with knowledge, lore, or speech in its pantheon is a natural for truenamers. But more than that, truenamers favor the creator deity (if one exists) in a given pantheon. Many truenamers have the explicit or implicit belief that the creator deity used the language of truenames to define everything in the universe at the moment of creation, essentially speaking every truename at the beginning of time. Not every truenamer believes in the connection between the creation of the universe and the power of truenames, but most do. This can sometimes get truenamers in trouble with strongly orthodox religions that lack a creator deity or don't incorporate truenames into their creation story.

In the standard D&D pantheon, truenamers tend to worship Boccob (N), Vecna (NE), or the patron deities of a specific race such as Corellon Larethian (elves, CG), Moradin (dwarves, LN), Garl Glittergold (gnomes, NG), or Yondalla (halflings, LG).

Truenamers of the FORGOTTEN REALMS setting often venerate Azuth (LN), Gond (N), Lathander (NG), Mystra (NG), or Oghma (N). Some truenamers worship Selûne or Shar due to their importance in the world's creation myth. Others favor Deneir because they see a connection between truenames and the Deneiran *Metatext*. The racial patron deities find worshipers among truenamers, too.

The truenamers of the EBERRON setting worship Aureon (LN), Onatar (NG), or the Path of Light (kalashtar, LN).

> *"Zri'sanutell-wrehrethoo-shoucheneq!"*
>
> —Reversed utterance of *perceive the unseen*, believed to be the last words heard by High Regent Lharnak the Cruel

OTHER CLASSES

Most members of other classes know little about the ways of truename magic, and thus most will judge you independently of your magical inclinations. Wizards and some clerics are the most likely to know something of your art, and many can be invaluable allies, aiding you in your research and complementing your utterances with their own powerful forms of magic. You also benefit from the presence of strong melee combatants, as do spellcasters, since they can keep enemies away from you while you shake the battlefield and strike terror into the hearts of your foes from a distance. Allies can become mistrustful once they see your power and realize that they too have truenames, and some will take time before they become comfortable with you knowing their personal truenames.

COMBAT

Although you don't cast spells, strictly speaking, you're effectively a spellcaster in a fight. In a typical combat round, you attempt an utterance, hoping to damage or otherwise confound your enemies in some way, or to aid your allies. If you are wounded, you might be able to use an utterance to heal yourself. But your interesting combat options revolve around the utterances you have at your disposal.

If a foe proves especially resilient to your truename magic, or if your offensive utterances have been repeated to an extent that you can no longer succeed on your Truespeak checks, your tactical role in a fight shifts from offense to defense and support.

ADVANCEMENT

Once you have undergone your initial training, you can continue your studies in the downtime between adventures, much the way a wizard learns new spells. You're always practicing the pronunciation of truenames you already know and trying to figure out the truenames you don't know yet. Occasionally, you might visit the library of your mentor or a truename-aware organization so you can learn more truenames. When you reach higher levels, you might advance the lore of truenames yourself, discovering new truenames and becoming the first truenamer to speak them aloud.

As you attain more levels in the truenamer class, the most important choice you face is which utterances to learn. Each utterance from the Lexicon of the Evolving Mind represents an action, and its reverse, that you can use against friends or enemies. Eventually, you learn words that you can use to form utterances that affect objects and places. At every level, you learn a new utterance that can affect creatures you encounter. The words you can learn also increase in difficulty (and therefore increase in power) as you gain levels, allowing access to new, more powerful utterances.

ELF TRUENAMER STARTING PACKAGE

Armor: Studded leather armor (+3 AC, armor check penalty –1, speed 30 ft., 20 lb.).

Weapons: Spear (1d8, crit ×3, 6 lb., Medium, piercing).

Light crossbow (1d8, crit 19–20/×2, range inc. 80 ft., 4 lb., Medium, piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill Penalty	Ranks	Ability	Armor Check
Concentration	4	Con	—
Knowledge (arcana)	4	Int	—
Knowledge (nature)	4	Int	—
Knowledge (local)	4	Int	—
Truespeak	4	Int	—
Use Magic Device	4	Cha	—

Feat: Skill Focus (Truespeak).

Utterance: Utterance of minor health

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, six torches, 10 bolts.

Gold: 1d8 gp.

TRUENAMERS IN THE WORLD

"If it's magic, it's awfully subtle magic. I was watching for the handwaving and chanting. Instead, he just said something—and I couldn't move!"

—Captain Von Hakri of the city guard

Truenamers are a good addition to a magic-rich campaign because they extend the boundaries of magic. What they do is unquestionably magical, but it doesn't involve spells, components, schools, or any of the other accoutrements normally associated with spellcasters.

DAILY LIFE

Most truenamers are content to catalog new truenames, practice the truenames they already know, and engage in other linguistic and historical studies. Adventuring truenamers are an exception, however. They use truenames to bring their vision of the way the world should be that much closer to reality. Some are eager to find the truenames of monsters, places, and items that no sentient eyes have ever seen before—even if they have a hand in creating such things in the first place.

Truenamers are curious about the world around them, so a high-level truenamer can make a good patron for lower-level PCs. Such truenamers often hire adventurers to gather rare items for study or to recover lost treasure troves of truenamer lore.

NOTABLES

Perhaps the most famous truenamer is Khurufu the Eloquent, a human truenamer who lived centuries ago and founded several truenamer colleges that exist to this day. Khurufu lived to be more than 130 years old, although his mental faculties had diminished significantly from their peak. He didn't die so much as utter the truename for "ascend" and disappear. Some say that for centuries, Khurufu the Eloquent has been wandering the caves of Pandemonium, where the screaming wind drowns out his voice and makes rational thought impossible.

"Kanthriptio-yunirrakthaul'preddenzool-mannamuo!"

—Utterance of *conjunctive gate*, the last known words of Yurick-Naalgo the Aged

ORGANIZATIONS

Several organizations of interest to truenamers exist, including the Collectors of the Lexicon and the Kingmakers. They are described beginning on page 270.

NPC REACTIONS

Most people have an indifferent attitude toward truenamers, because truename magic is regarded as just another esoteric discipline. The average peasant doesn't distinguish between truenamers and wizards—they're all scholars who make magic, aren't they?

Truenamers likewise have few enemies. Logokron devils (described on page 265) regard them as rivals and have starting attitudes of unfriendly.

TRUENAMER LORE

Characters with ranks in Knowledge (arcana) can research truenamers to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Truenamers speak their magic aloud using long strings of what sounds like gibberish.

DC 15: Truenamers claim to tap into the power of a fundamental language of the universe, and if they know something's truename, they can affect it with their magic.

DC 20: Truenamers gradually learn more truenames and more ways to use each truename they know. They also can learn the personal truename of an individual creature, which gives them lots of power over that creature.

TRUENAMERS IN THE GAME

Truenamers rely on truename magic, obviously. But as long as truename magic is compatible with your ongoing campaign, you can introduce it gradually.

The most important way to keep the player of a truenamer happy is to let that truenamer use his most important utterances—especially those recently acquired. Mostly, though, truenamers are versatile enough to have fun in nearly any sort of encounter. You can pay attention to the types of utterances a truenamer takes to get a clue as to the types of encounters the player would enjoy most.

ADAPTATION

The underlying structure of the truenamer class is modular: He can use utterances and recitation feats. That leaves plenty of room to replace those elements described in this chapter with utterances and recitation feats invented by the truenamer or DM.

SAMPLE ENCOUNTER

A truenamer, much as a spellcaster, can be a powerful ally or dire villain. In either case, he has an inquisitive mind and is eager to obtain any knowledge of truename magic the PCs have—possibly by any means. The first time a truenamer is encountered, the PCs are likely to assume him to be a wizard or sorcerer. Eventually, however, they will notice his unique delivery (no somatic or material components) and his unique approach to his art.

EL 9: Khetarin found himself out of touch with his elven heritage from an early age. He felt that the elves' approach to magic as an almost living entity was too spiritual, when magic was really a tool to be studied and used. He discovered a reference to truename magic in a musty old tome in one of the elven libraries, and he was hooked. He eventually sought out a truename school in a distant human city, where he started down the path of the truenamer.

Khetarin is bookish and preoccupied, but can be dignified and charming if the occasion requires. He frequently stares at new acquaintances, which can be unsettling (he is mentally assembling the appropriate truename for each acquaintance he meets—just in case), but he is extremely knowledgeable and willing to help any group devoted to furthering knowledge and the greater good.

KHETARIN CR 9

Male half-elf truenamer 9
NG Medium humanoid (elf)
Init +5; **Senses** Listen –1, Spot –1
Languages Common, Elven, Abyssal, Draconic, Dwarven, Sylvan

AC 17, touch 11, flat-footed 16
hp 49 (9 HD)
Fort +5, **Ref** +4, **Will** +7

Speed 30 ft. (6 squares)
Melee mwk morningstar +7/+2 (1d6)
Ranged mwk light crossbow +8 (1d8/19–20)
Base Atk +6; **Grp** +6
Special Actions Recitation of the Sanguine State
Combat Gear *potion of cure moderate wounds, potion of invisibility*
Utterances Known (CL 9th; 1d20+11 to overcome SR):
Lexicon of the Evolving Mind
  3rd—*accelerated attack, energy negation, greater speed of the zephyr, moderate word of nurturing*
  2nd—*perceive the unseen, silent caster* (DC 16), *temporal twist* (DC 16)
  1st—*inertia surge, knight's puissance*
Lexicon of the Crafted Tool
  2nd—*analyze item*
  1st—*fortify armor*
Lexicon of the Perfected Map
  1st—*fog from the void*

Abilities Str 10, Dex 12, Con 14, Int 18, Wis 8, Cha 14
SQ knowledge focus (2), known personal truename, see the named 1/day
Feats Improved Initiative, Iron Will, Skill Focus (Truespeak), Recitation of the Sanguine State^{B}, Spell Penetration, Truename Research^{B}
Skills Concentration +14, Knowledge (arcana) +19 (+23 truename research), Knowledge (history) + 13 (+17 truename research) Knowledge (nature) +19 (+23 truename research), Knowledge (the planes) +16 (+20 truename research), Survival –1 (+1 in aboveground natural environments or on other planes), Truespeak +24, Use Magic Device +14
Possessions combat gear plus *+1 mithral breastplate, headband of intellect +2, lesser amulet of truespeak,* masterwork morningstar, masterwork light crossbow with 20 bolts, dagger, 100 gp

---

Hook "What an interesting name you have."

> *"Hajilthuloo'brothamaukria-prethentte'majian!"*
>
> —Utterance of *thwart the traveler,* delivered by Logokron Lord Tynaurahl to trap Dulcas the paladin in the Nine Hells

TRUENAME MAGIC PRESTIGE CLASSES

Truename magic lends itself to interesting specialties and adaptations. Prestige classes offer abilities and features sought after by those skilled in Truespeak, be they truenamers, opposed to truename magic, or simply adventurers seeking to use the power of truenaming to their advantage.

All the prestige classes presented here require some knowledge of truespeaking, but are accessible to members of many classes. None require levels in the truenamer class.

ACOLYTE OF THE EGO

"Whenever I speak my truename, the world revolves around me for a change."

—Kalazart Candlesong, acolyte of the ego

An acolyte of the ego seeks to master but one truename—his own. In so doing, he learns to fortify himself against harm and unleash pain and suffering upon his enemies. He cares less about the truenames of other creatures. He devotes his study to his true self as he experiments with the pronunciation of his truename to increase his power.

ENTRY REQUIREMENTS

Type: Humanoid
Skills: Truespeak 9 ranks
Languages: Must speak at least four languages

TABLE 3–4: THE ACOLYTE OF THE EGO **HIT DIE: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Known personal truename
2nd	+2	+3	+0	+0	*Morphic cadence*
3rd	+3	+3	+1	+1	Resonant voice
4th	+4	+4	+1	+1	*Morphic cadence*
5th	+5	+4	+1	+1	Cadence mastery
6th	+6	+5	+2	+2	*Morphic cadence*
7th	+7	+5	+2	+2	Alter personal truename (–4), recitation feat
8th	+8	+6	+2	+2	*Morphic cadence*
9th	+9	+6	+3	+3	Alter personal truename (–8)
10th	+10	+7	+3	+3	*Morphic cadence*

Class Skills (4 + Int modifier per level): Concentration, Diplomacy, Intimidate, Knowledge (all skills, taken individually), Perform (oratory), Speak Language, Truespeak.

BECOMING AN ACOLYTE OF THE EGO

Many acolytes of the ego begin as truenamers. After months or years spent learning how to uncover and speak various truenames, some truenamers develop a mild to moderate obsession with their own truenames and become acolytes of the ego as a result. By learning to speak their own truenames, they strive to unlock hidden powers lost to the cosmos.

Bards, with their affinity for the spoken word, are likewise drawn to the acolyte of the ego class. However, the prerequisites are such that any reasonably intelligent individual with a predilection for truenames could become an acolyte of the ego and unlock the power of his own truename.

CLASS FEATURES

Once you gain the ability to properly speak your own truename, you can learn to add specific cadences and alter it in other subtle ways. In so doing, you begin to unlock abilities you never knew you had.

Known Personal Truename: You know your own personal truename. However, pronouncing it correctly requires a Truespeak check with a DC equal to 15 + (2 × your HD) + 2. You get a +4 bonus on the Truespeak check because it's your personal truename.

Morphic Cadence (Sp): Starting at 2nd level, and at every even-numbered level thereafter (4th, 6th, 8th, and 10th), you learn to pronounce your own truename with certain cadences that alter your personal reality. Each time you gain this ability, you learn a new morphic cadence (in other words, a new way to morph your truename), and your existing morphic cadences get incrementally better.

Activating a morphic cadence is a standard action, and you must successfully speak your personal truename, which requires a Truespeak check (see Known Personal Truename, above).

The fabric of your reality can withstand only a certain amount of distortion. Thus, the Law of Resistance (see page 233) applies to cadences. This means that each time you use the same cadence on the same day, the DC of the Truespeak check increases by 2. You can have as many cadences active at a time as you desire.

Cadence of the Distant Step: You can use *dimension door* (as the spell, *PH* 221) to transport yourself and any items you are carrying a maximum of 100 feet per morphic cadence you know. You cannot use this ability to affect other creatures or any objects you aren't carrying.

Cadence of the Swallowed Spell: You gain spell resistance equal to 15 + 2 per morphic cadence you know. The benefit lasts for 1 round per class level.

Cadence of the Frightful Mind: You can frighten your foes (as the *fear* spell, *PH* 229). The DC for the Will save to resist the effect is 10 + your acolyte of the ego level + your Cha modifier + the number of morphic cadences you know. The duration of the effect is 1 round per class level.

Cadence of the Iron Skin: You gain damage reduction 2/magic, plus an additional 2 points of damage reduction per morphic cadence you know beyond the first. In other words, a 10th-level acolyte of the ego who knows this cadence gains damage reduction 10/magic.

Cadence of the Living Fortress: You gain a measure of resistance against critical hits for 1 round per class level. When a critical hit or sneak attack is scored against you, there is a 20% chance per morphic cadence you know (maximum 100% if you know five morphic cadences) that the critical hit or sneak attack is negated, and damage is rolled normally instead.

Cadence of the Lost Wound: You gain fast healing equal to the number of morphic cadences you know. This benefit lasts for 1 round per class level.

Cadence of the Lucky Fool: You gain a luck bonus on saving throws equal to the number of morphic cadences you know. This benefit lasts for 1 round per class level.

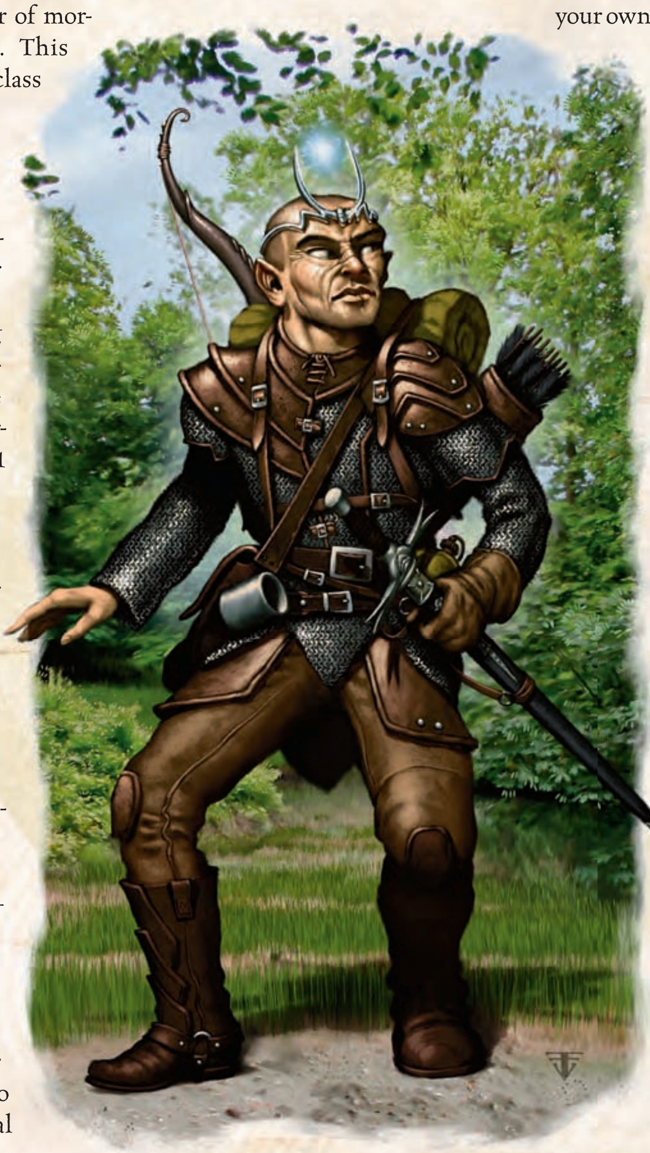
Cadence of the Mighty Bull: You gain an insight bonus to your Strength score equal to the number of morphic cadences you know for 1 minute.

Cadence of the Prowling Tiger: You gain an insight bonus to your Dexterity score equal to the number of morphic cadences you know for 1 minute.

Cadence of the Secret Mask: You can use *disguise self* (as the spell, *PH* 197) for 1 minute per class level.

Cadence of the Thunder Drake: You can make a single breath weapon attack—specifically, a 20-foot cone of painful noise that deals 2d6 points of sonic damage per morphic cadence you know. The Reflex save to halve the damage is DC 10 + your acolyte of the ego class level + your Con modifier + the number of morphic cadences you know.

Cadence of the Ursine Heart: You gain an insight bonus to your Constitution score equal to the number of morphic cadences you know for 1 minute.



Kalazart Candlesong, a gnome acolyte of the ego

Resonant Voice (Su): Starting at 3rd level, you can speak your personal truename with a particularly deep, resonant voice. The DC for the Truespeak check increases by 5, but if the check succeeds, you treat your class level as three higher for the purpose of determining the effect and duration of any morphic cadence you use that round (see above).

Cadence Mastery (Su): Starting at 5th level, you can speak your personal truename with multiple morphic cadences at the same time. The DC of the Truespeak check increases by 5 for each additional morphic cadence you wish to activate after the first.

For example, a 6th-level bard/5th-level acolyte of the ego can properly speak her own truename with a DC 37 Truespeak check. However, she can add *cadence of the prowling tiger* and *cadence of the thunder drake* to her truename and gain the benefits of both with a successful DC 42 Truespeak check.

Alter Personal Truename (Su): At 7th level, you can alter your own truename slightly—just enough to make it difficult or impossible for others to utter it correctly.

Any creature other than you that attempts to speak your truename takes a –4 penalty on the Truespeak check. At 9th level, this penalty increases to –8.

Recitation Feat: At 7th level, you gain a recitation feat (see page 231) as a bonus feat.

PLAYING AN ACOLYTE OF THE EGO

As an acolyte of the ego, you enjoy spending a few hours each day contemplating your truename. This internal meditation can be done while performing other tasks, but while so immersed you tend to come across as quiet and self-absorbed. However, when mystery gives way to revelation and you discover some new power associated with your truename, you become more animated as you aggressively seek to explore the limits of this newfound ability. The fact that your truename holds such great power can make others feel less "in tune" with the cosmos. Add to that your special knack for altering your truename in ways the universe never intended (in the form of morphic cadences), and it's no surprise that your comrades sometimes see you as egotistical. Frankly, you prefer the term "superior," but to say that aloud would certainly be misinterpreted as condescension.

You're disinclined to join any formal organization or brotherhood, since no one could possibly know more about your own truename than yourself. However, acolytes of the ego get along quite well with one another, although discussions about individual truename abilities can lead

Illus. by F. Vohwinkel

to friendly, competitive rivalries. ("It's very good that your truename allows you to teleport short distances, but can you heal yourself? No? Too bad.")

COMBAT

You are wise to master a combination of offensive and defensive morphic cadences. As you develop new morphic cadences, the ones you already possess become more powerful and the effects more lasting. In short, you are rewarded for continuing along the acolyte of the ego path.

Although your mastery of your own truename makes you a powerful asset to any adventuring party, your morphic cadences and other abilities rarely affect your comrades directly. For the most part, they must learn to rely on their own abilities and devices, much as you have done.

Enemies with truespeaking ability will try to turn your own truename against you. If you advance far enough as an acolyte of the ego, you will learn how to warp your truename in subtle ways to make it difficult or impossible for others to control or harm you in this fashion. In addition to unlocking great power, you learn to guard yourself against those who would use the source of your power against you.

ADVANCEMENT

To become an acolyte of the ego, you must demonstrate a predilection for language by mastering at least four tongues. You must also be a devoted student of truespeaking and understand the nature of truenames and the power they hold over all things. A high Intelligence score certainly helps, as few "dim lanterns" have the wherewithal to master ordinary names, let alone truenames.

An acolyte of the ego cannot easily be shown or taught how to pry secrets from her personal truename. The study of one's truename is an individual exercise and requires reflection, meditation, self-discovery, and many lonely hours of practice.

Once you commit to unlocking the secrets of your truename, you have some control over how and where to focus your energies. Can you find a way to say your truename to make yourself stronger, or would you rather find a way to say your name in a way that strikes terror into the hearts of your enemies? In time, maybe you can do both, and more.

RESOURCES

Acolytes of the ego neither gain nor require special resources that allow them to better pursue their unique craft.

ACOLYTES OF THE EGO IN THE WORLD

"See that odd young man muttering to himself in the corner? I politely asked him his name, and he gave me the most withering glare."

—Lydia Goldsheaf, halfling barmaid at the Tipsy Griffon

The quest to demystify one's personal truename is an internal struggle, requiring a great deal of reflection. However, an acolyte of the ego can't sit alone in a tower and expect to gain new insights purely through meditation. To unlock the secrets of his truename, an acolyte of the ego must determine the true measure of himself through hardship and adventure. The acolyte of the ego sees this as a truism and regards adventuring not only as a means of personal growth but also as the way to understand and realize his potential. For this reason, an acolyte of the ego finds himself drawn to adventuring parties. An acolyte of the ego who joins a band of adventurers hopes that the experience will trigger new revelations and enable him to unlock new aspects of his truename.

An acolyte of the ego looks for traveling companions who share the same adventurous spirit, even if their reasons for adventuring differ.

DAILY LIFE

An acolyte of the ego spends between 1 and 4 waking hours each day contemplating his own truename. He can indulge this predilection while performing leisurely tasks that don't require serious concentration. For example, an acolyte of the ego can murmur permutations of his truename while cooking a meal or standing watch. Beyond that, an acolyte of the ego has no special obligations.

NOTABLES

An entire realm's perceptions of truename magic and acolytes of the ego might one day be shaped by the antics of one Rekaldo Seravin (N male half-elf bard 3/truenamer 3/acolyte of the ego 2). Rekaldo recently learned the *cadence of the secret mask* and has proven himself quite a nuisance within the nobility. Armed with a silver tongue and the ability to conceal his true appearance, he has successfully infiltrated a number of noble households and stolen valuable items and political secrets. Local authorities have not been able to catch him, but they believe his sponsor might be an influential member of the royal court. However, he is prone to leaving behind small black cards traced with the words "You have been duped by Rekaldo the Acolyte of the Ego" in silvery paint.

Few acolytes of the ego are as arrogant and bold as Rekaldo Seravin. Aya Beradi (CG female truenamer 6/acolyte of the ego 5) has been quietly adventuring for years, though recently her group disbanded. Plain and unassuming, Aya is currently scouring the countryside for worthy compatriots so that she might continue to face new challenges and learn from these experiences. Aya is remarkably bright and astute (Int 17), but her aloof manner and tremendous vocabulary can be off-putting to those who can't match her intellect. However, she has worked with both barbarians and wizards before, and she endeavors to be as patient with them as she can. She knows the *cadence of the swallowed spell* and the *cadence of the thunder drake.*

ORGANIZATION

Acolytes of the ego have no organizations to speak of.

NPC REACTIONS

Acolytes of the ego can seem self-absorbed or egotistical, but for the most part, they defy stereotyping. If an acolyte of the ego tells someone who he is, he will get quizzical looks and raised eyebrows, because few people know what an "acolyte of the ego" is. Even if he explains it, those quizzical looks take time to fade.

Acolytes of the ego have no formal organization and no blood enemies. Even in societies that oppose truename magic, acolytes of the ego are given some latitude because of their inward focus.

ACOLYTE OF THE EGO LORE

Characters with ranks Knowledge (arcana) or Knowledge (local), or who have the bardic knowledge ability, can research acolytes of the ego to learn more about them. When a character makes a check, read or paraphrase the following, including the information from lower DCs.

DC 15: Acolytes of the ego, like truenamers, practice a form of magic called truename magic.

DC 20: An acolyte of the ego specializes in mastering his own truename, hoping to gain power from it.

DC 25: An acolyte of the ego can alter his truename in strange ways, and with each change in inflection or cadence comes a different power. A skilled acolyte of the ego can master several of them.

ACOLYTES OF THE EGO IN THE GAME

Acolytes of the ego fit neatly into any campaign world that allows truename magic. Although highly focused, their morphic cadences are quite diverse, and two acolytes of the ego can manifest wildly different abilities. A powerful acolyte of the ego with multiple morphic cadences can fill a variety of roles in the typical adventuring party.

ADAPTATION

An acolyte of the ego can choose his morphic cadences from an impressive list, but DMs should feel free to create new ones. Morphic cadences should generally grant abilities comparable to a spell of 4th level or lower, and their durations are quite short. Morphic cadences should be designed to increase in power or duration slightly with each new level taken in the acolyte of the ego prestige class.

SAMPLE ENCOUNTER

The acolyte of the ego described below would make an excellent cohort, or perhaps one member of a rival adventuring party.

EL 10: Kalazart Candlesong has two passions: himself and his small collection of gathered myths and legends, which he scribbles into small books and then stores in his *Heward's handy haversack*. He might join a group of adventurers on a quest if he thinks he has a chance of collecting some new and interesting tales. Kalazart comes across as introverted and studious, but he can be an engaging conversationalist once his attention is gained.

Kalazart Candlesong CR 10

Male gnome bard 6/acolyte of the ego 4
CG Medium humanoid
Init +7; **Senses** low-light vision; Listen +10, Spot +0
Languages Common, Elven, Gnome, Orc

AC 19, touch 14, flat-footed 16; +4 AC against giants
hp 64 (10 HD)
Fort +8, **Ref** +9, **Will** +6; +2 on saves against illusions

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Speed 20 ft. (4 squares)
Melee mwk short sword +12/+7 (1d4–2/19–20)
Ranged mwk shortbow with *+1 arrow* +12/+7 (1d4+1/×3)
Base Atk +8; **Grp** +2
Atk Options +1 on attacks against kobolds and goblinoids, bardic music 6/day (countersong, *fascinate,* inspire competence, inspire courage +1, *suggestion*)
Special Actions *cadence of the frightful mind* (DC 17), *cadence of the swallowed spell*
Combat Gear *potion of barkskin +2, potion of shield of faith +3, oil of magic weapon,* 2 scrolls of *hold person*
Bard Spells Known (CL 6th):
  2nd (3/day)—*blur, invisibility, mirror image*
  1st (4/day)—*charm person* (DC 14), *expeditious retreat, lesser confusion* (DC 14), *silent image* (DC 15)
  0 (3/day)—*daze* (DC 13), *detect magic, mage hand, message, open/close, read magic*
Spell-Like Abilities (CL 1st):
  1/day—*dancing lights, ghost sound* (DC 13), *prestidigitation, speak with animals* (burrowing mammal only, duration 1 minute)

Abilities Str 6, Dex 16, Con 14, Int 16, Wis 10, Cha 16
SQ bardic knowledge +11, known personal truename, resonant voice
Feats Combat Casting, Improved Initiative, Truename Training*, Weapon Finesse
  *New feat described on page 229
Skills Balance +4, Bluff +16, Concentration +15 (+19 casting defensively), Craft (alchemy) +5, Diplomacy +14, Disguise +7 (+9 acting in character), Gather Information +7, Intimidate +11, Jump –7, Knowledge (history) +16 (+18 truename research), Listen +10, Perform (oratory) +16, Truespeak +21, Tumble +15
Possessions combat gear plus *+1 chain shirt*, masterwork short sword, masterwork shortbow with 10 *+1 arrows, gloves of Dexterity +2, headband of intellect +2, lesser amulet of the silver tongue**, Heward's handy haversack,* pouch containing 185 gp, books of myths and legends (stored in haversack)
  *New item described on page 263

BEREFT

"I own you."

—Ladorose the Bleak

The bereft are a group of truenamers who devote themselves to mastering the *word of unmaking*, a powerful component of Truespeech purportedly able to unravel creation. Through liberal uses of the word's syllables, a bereft studies its effects so that one day he can master the complete *word of unmaking* and perhaps unlock the meaning of reality. As he advances in level as a bereft, he learns new syllables of unmaking that create a variety of disruptive effects. After much patient study, he finally learns how to combine these potent syllables into the terrible, deadly *word of unmaking*.

BECOMING A BEREFT

All bereft have some capability with Truespeech, making the truenamer class an obvious choice to meet the requirements for this prestige class. Bard levels grant the bereft an interesting suite of abilities that work well with those acquired from this class. Many bereft also take sorcerer or wizard levels to enhance their defensive capabilities through magic.

ENTRY REQUIREMENTS

Alignment: Any neutral
Skills: Truespeak 13 ranks
Languages: Must speak at least three languages
Special: Must have been the subject of the *ritual of renaming* spell (see page 257). This costs 3,700 gp.

TABLE 3–5: THE BEREFT HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Obscure Personal Truename, *syllable of detachment*
2nd	+1	+0	+0	+3	*Syllable of affliction*
3rd	+2	+1	+1	+3	*Syllable of exile*
4th	+3	+1	+1	+4	*Syllable of dissolution*
5th	+3	+1	+1	+4	*Syllable of enervation, word of unmaking*

Class Skills (2 + Int modifier per level): Concentration, Intimidate, Knowledge (all skills, taken individually), Listen, Sense Motive, Speak Language, Truespeak.

CLASS FEATURES

The bereft's class features hinge on the Truespeak skill. As your mastery grows, your capabilities begin to vary wildly from those of a typical truenamer. You can deal damage, reduce your enemies' effectiveness, and even utterly unmake an enemy's soul with the powerful *word of unmaking*.

Obscure Personal Truename (Ex): Upon becoming a bereft, you give up your natural truename and take pains to make your new one more difficult to discover. You gain a new truename by means of the *ritual of renaming* (see Entry Requirements), and you receive Obscure Personal Truename as a bonus feat.

Syllables of Unmaking (Sp): At each bereft level, you learn another syllable of the powerful *word of unmaking*. While each syllable unmakes a portion of an enemy in a different way, the syllables do share some common traits.

- Each syllable is a spell-like ability.
- Each syllable requires you to make a successful Truespeak check to affect the creature you target. See page 195 for the rules involved in making a Truespeak check.
- The Law of Resistance applies to each syllable, so the Truespeak DC for repeated uses of a syllable increases by 2. See page 233 for a description of the Law of Resistance.
- The range of each syllable is 60 feet.
- As with utterances, syllables need not be heard by the target to be effective.
- The caster level of each syllable is equal to your character level.

Syllable of Detachment: When you begin your career as a bereft, you learn the first syllable in the *word of unmaking*: the *syllable of detachment*. When you successfully speak this syllable, your target finds itself less capable. Even the most minor tasks are suddenly more difficult. The target takes a –2 penalty on attack rolls, saves, and checks for a number of rounds equal to your class level. This ability is the equivalent of a 2nd-level spell.

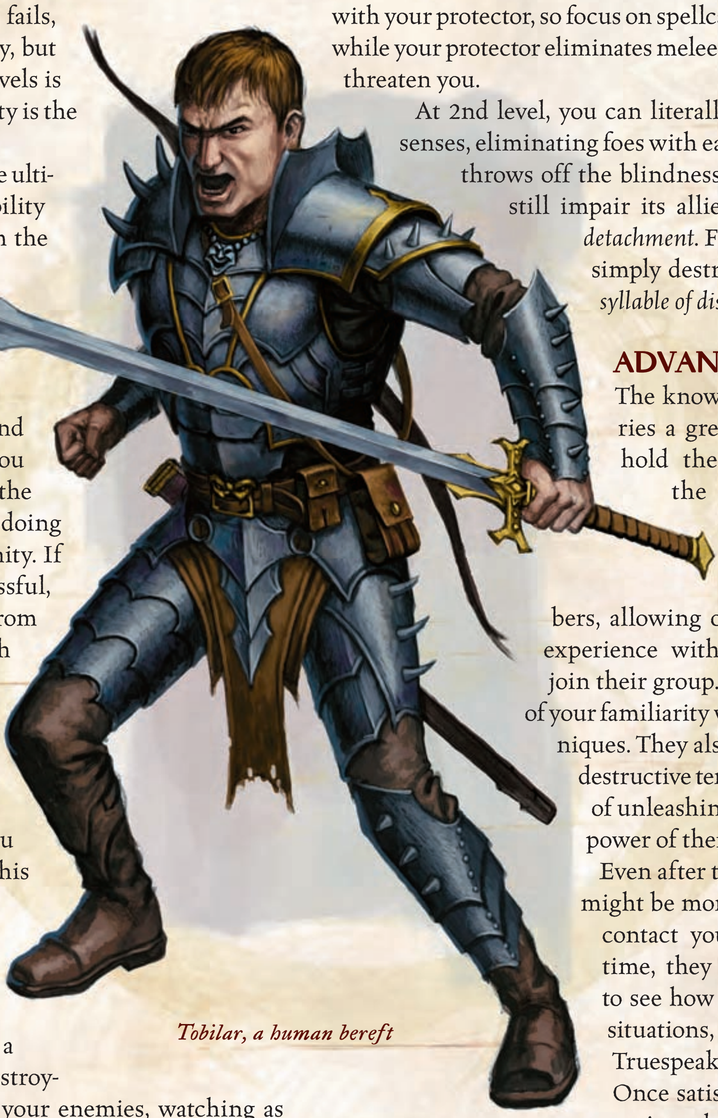
Syllable of Affliction: Beginning at 2nd level, you can use Truespeak to temporarily alter a target creature's truename and remove one of four senses. If your Truespeak check is successful, the subject must make a Will save (DC 10 + class level + Cha modifier). If it fails, you temporarily erase one of the target's senses: sight (as per *blindness/deafness*), hearing (as per *blindness/deafness*), smell (negates scent ability), or touch (–2 circumstance penalty on Climb, Disable Device, Escape Artist, Jump, Open Lock, Search, Tumble, and Use Rope checks). The effect of this ability remains for a number of rounds equal to your class level. This ability is the equivalent of a 4th-level spell.

Syllable of Exile: When you attain 3rd level, with a successful Truespeak check you can temporarily send a target of this syllable to a confusing pocket dimension. This ability functions as a *maze* spell, but the subject is trapped in the maze for only 1 round. It can still attempt an Intelligence check to escape on its turn as normal, but doing so is only a swift action (as opposed to a full-round action, as normal for a *maze* spell). Thus, if it escapes, the creature can act normally on its turn. This ability is the equivalent of a 6th-level spell.

Syllable of Dissolution: When you reach 4th level, your proficiency with the *syllables of unmaking* has nearly reached its pinnacle. You can now unmake a portion of a creature's physical essence. If you succeed on your Truespeak check, your target takes 8d6 points of damage, as portions of its body are ripped away and destroyed. This ability is the equivalent of a 7th-level spell.

Syllable of Enervation: At 5th level, you learn the final syllable of the *word of unmaking.* If your Truespeak check is successful, your target gains two negative levels. There is no saving throw to avoid gaining the negative levels, but 24 hours after gaining them, the subject of the *word of unmaking* must make a Fortitude save (DC 15 + Cha modifier) for each negative level gained. If the save succeeds, that negative level is removed. If it fails, the negative level also goes away, but one of the subject's character levels is permanently drained. This ability is the equivalent of an 8th-level spell.

Word of Unmaking (Sp): The ultimate power of a bereft is the ability to remove a creature's soul from the fabric of reality. By combining all the *syllables of unmaking* into one terrible word, you can make a Truespeak check as a full-round action and target a creature that has died. You must be within touch range of the corpse to use this ability, and doing so provokes attacks of opportunity. If your Truespeak check is successful, the creature cannot be raised from the dead or animated through any means. Only a *ritual of renaming* combined with a *true resurrection* spell cast together can return the creature to life. You cannot target an undead creature with this ability, but you could target its remains. Using this ability costs 100 XP.



Tobilar, a human bereft

PLAYING A BEREFT

Being a bereft means you have the ability to directly unravel a target's capabilities. You like destroying and creating chaos among your enemies, watching as they scramble about in a vain attempt to stop the buzzing words. Each conflict furthers your understanding of the *word of unmaking.*

Of course, your sole intent is not just to destroy and maim. You and the rest of the bereft gave up your names to understand and manipulate how reality works. More important, you safeguard the *word of unmaking* to prevent it from falling into the wrong hands. Though you often consult with your colleagues, you're just as likely to spend time on your own or in the company of an adventuring group.

COMBAT

You are a harbinger of destruction, armed with a variety of abilities to give you an edge over your opponents. Use your abilities to neutralize as many foes as you can. Don't stand in one place; move around the battlefield to strike opponents where they least expect it.

Look for allies who can protect you while you use your powers. A well-armed and armored fighter can mean all the difference in the thick of combat. Try to use your class features to target opponents who are not directly engaged with your protector, so focus on spellcasters and archers first while your protector eliminates melee opponents that would threaten you.

At 2nd level, you can literally strip a target of his senses, eliminating foes with ease. Even if your target throws off the blindness or deafness, you can still impair its allies with the *syllable of detachment.* Failing all else, you can simply destroy your foes with the *syllable of dissolution.*

ADVANCEMENT

The knowledge you harbor carries a great responsibility. You hold the keys to destroying the works of the gods. Consequently, the Bereft are reluctant to accept new members, allowing only those with some experience with truename magic to join their group. Bereft test the extent of your familiarity with truenaming techniques. They also look for chaotic and destructive tendencies, traits capable of unleashing the true destructive power of their knowledge.

Even after the initial interview, it might be months before the Bereft contact you again. During this time, they watch your behavior to see how you react to different situations, as well as how you use Truespeak in stressful situations. Once satisfied, the Bereft bring you into their fold and teach you the first syllable of unmaking.

As a part of this group, the first step you undertake as a member is to lose your past. The Bereft wipe away all traces of your history, striking your name from every record they can reach, using magic to modify or erase memories of you from all but your most trusted allies. Then they modify your own memory, causing you to forget your name. Once properly prepared, they give you a new name, usually a number, by which you are called ever after, and a new truename, acquired during a *ritual of renaming* (see Entry Requirements, above).

As you advance in the bereft class, keep developing the Truespeak skill. Other skills, such as Bluff, Concentration,

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and Spellcraft, are also important, especially if you dabble in magic. Invest in magic items that increase your Charisma score, such as a *cloak of Charisma* or *potion of eagle's splendor*.

RESOURCES

The Bereft offer their members knowledge, information, and companionship. Having sacrificed everything to attain knowledge of the *word of unmaking*, you can turn to your fellows for friendship and alliances. A family of sorts, all members of the Bereft are well versed in Truespeech and assist novices in developing their own skills and techniques, while also comforting them in the transition to a new life.

BEREFT IN THE WORLD

"A grave danger, these Bereft . . . they are a faceless threat capable of striking anywhere and at any time. Some might say they are a greater risk to reality than binders."

—Croius, White Blade Witch Slayer

The Bereft are equally viable as villains as they are heroes. As opponents, they are a dangerous organization dabbling in forces beyond their comprehension and presenting a grave danger to reality. As heroes, they might be custodians of the *word of unmaking*, preventing it from falling into the wrong hands.

DAILY LIFE

A bereft sees the world as nothing more than a series of words given form. A tree is the reflection of the idea of a tree, just as Grog is a reflection of the idea of half-orc. Consequently, they overlook how these reflections feel and react, not seeing emotions as the reaction to a set of experiences, but rather abstractions of the concepts of love, hate, rage, and so on. Their detached nature strains existing relationships and makes developing new ones difficult. Thus, many bereft fall back on the company of their own kind, debating the nature of truenames and the applications of Truespeech, rather than cultivating new relationships.

As a bereft spends time among his peers and develops a deeper understanding of the logical underpinnings of reality, he rises in prominence within his particular group. He can make decisions for the Bereft and even lead expeditions to eliminate rogue bereft characters and other abusers of truename magic. He might lead a combined group of bereft and their allies, and one day oversee the entire organization.

NOTABLES

Uriane Logthosoth became a bereft by accident. A truenamer of no little skill, she was once hunted by the Black Wind, a group of wicked witch slayers who killed as often as they captured. One by one, her companions fell to their pursuers' black-shafted arrows, deathblade poison coursing through their veins. The possibility of escape seemed less and less likely. Finally, when she was alone, minions of the Black Wind cornered her in a box canyon. She tried to scramble up the walls, but the rock was loose and crumbled under her grip. With bloody fingers, heaving chest, and terror mounting she turned to face the grim band. Arrows nocked, strings pulled back, it seemed death was upon her. But then she spoke, channeling her rage and frustration into a single word. The lead archer exploded in a cloud of bone, teeth, and blood. The other archers stepped back with fear as she, with wonder, spoke again, this time killing three. They quickly launched their arrows, but the buzzing of her words confused them, and those that didn't set upon one another fled shrieking. Uriane knew that day she had uncovered something terrible, a dark word that could destroy.

Uriane erased her name and left all she knew behind her. She discovered others like her and drew them to her. Coining themselves the Bereft, they stood outside political machinations and battles for good and evil to protect their forbidden knowledge.

ORGANIZATION

Through the long training required to master the *word of unmaking*, bereft characters develop a strong loyalty to their peers, embracing the responsibility of the knowledge tempered with an eagerness to learn more. The rigorous instruction helps prevent accidents resulting from poor preparation and instills a sense of secrecy in what they do. All this has been carefully orchestrated to create a cabal of powerful truenamers armed with the ability to master Truespeech and maybe uncover the true word that could unmake reality.

Uriane Logthosoth founded the Bereft to protect not only the truenamers who knew the *word of unmaking*, but also to engender a responsibility to prevent its widespread use and likely abuse. But with her death went her idealized views. Certainly, the Bereft train under the guidelines established by their founder, but a growing nihilistic faction of the group, called the Undone, wants nothing more than to destroy all worlds and all creatures—to deconstruct reality so that the prime mover, the creative force, can rebuild it in a more perfect form.

The Undone faction traces its origins to Ladorose, a disaffected truenamer who suffered in the Tower of Woe (see page 100) for five years before the witch slayers (see page 67) there realized that he was not a binder and released him. He tried to resume his life, but the nightmares of his captivity haunted him, and so he wandered. He finally discovered the Bereft and learned from them, and during his studies, he realized the only way to completely end evil would be to end everything. He kept this knowledge to himself until after he completed his training. For the next few years, he spread the gospel of his beliefs to a select few truenamers, forming a cadre of like-minded souls. As their numbers grew, so did their influence within the group.

Ladorose now is the most senior member of the Bereft, and his first students now serve as instructors. They still train new members in the same ways, but those students who have a particular talent and no particular love of the world are invited into the inner circle, gradually introduced to the concepts espoused by the group's leadership. Should they balk at the destruction of all things, they are quietly silenced. Such happenings are rare, so the Undone continue their efforts to prepare the way for the world's unmaking.

NPC REACTIONS

The Bereft are a fringe group of truenamers, so few even know about their existence. Most who encounter these characters see them as eccentric truenamers and are indifferent at worst. A few know them for who they are and see them as a dangerous and reckless force, and are at best unfriendly.

A few witch slayer groups have expanded their prey to truenamers—especially the bereft. Among them are the remainder of the Black Wind coterie, but a few others, including the White Swords and Red Moon coteries, also hunt them. Witch slayers are always unfriendly, but witch slayers that are part of these three coteries are hostile.

BEREFT LORE

Characters with ranks in Knowledge (arcana) can research bereft to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Words exist that can render men insane merely by speaking them.

DC 15: The bereft are masters of a particular grouping of destructive words of power that can destroy and maim. In principle, they act as the custodians of these words.

DC 20: The bereft claim to guard these words and prevent them from falling into the wrong hands.

DC 30: A faction within the bereft organization wants to destroy reality.

A bardic knowledge check can reveal the same information as a Knowledge check, and in each case the DC is 5 lower than the given value.

BEREFT IN THE GAME

As described, bereft are not widely known. It's a big world, full of fantastic and terrible forms of magic. It's not a stretch to say bereft have operated beneath notice for many years and have only just recently surfaced.

The bereft class offers a dynamic set of abilities, likely to appeal to players who really like being able to sculpt their abilities to fit different situations. The bereft, while at heart a truenamer, is an outgrowth of that class, with abilities and talents unlike any other. This class works extremely well in most campaigns with little adaptation to normal play. However, to maintain the tension of using the *syllables of unmaking*, be sure to incorporate reoccurring antagonists to oppose the character and his brand of magic.

ADAPTATION

The bereft class serves as a new direction for truenamers. However, this need not be the case. If you don't use truename magic, you can still use this class. Simply replace the Truespeak check with a caster level check. Furthermore, the bereft need not be protectors of the *word of unmaking*; they could be harbingers of entropy. In this case, bereft make for excellent mad villains with designs on destroying the world, perhaps to appease a mad god or because of their own insanity.

SAMPLE ENCOUNTER

Encounters with bereft should emphasize the Undone faction. These characters are agents of destruction and probably see the PCs as a roadblock to the fulfillment of their nefarious plans.

EL 11: Tobilar, a bereft, suspects one or more PCs of being truenamers. He shadows the characters for a few weeks to assess their worth to their organization. If he is discovered, Tobilar attacks to prevent knowledge of the bereft from leaking out.

TOBILAR **CR 11**

Male human fighter 10/bereft 1
LN Medium humanoid (human)
Init +1; **Senses** Listen +0, Spot +0
Languages Common, Draconic, Elven, Goblin, Ignan

AC 21, touch 11, flat-footed 20
hp 72 (11 HD)
Fort +8, **Ref** +4, **Will** +6

Speed 20 ft. (4 squares)
Melee *+2 greatsword* +18/+13 (2d6+10/19–20)
Ranged composite longbow +11 (1d8+4/×3)
Base Atk +10; **Grp** +14
Atk Options Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack
Special Actions *syllable of detachment*
Combat Gear 2 *potions of cure moderate wounds*

Abilities Str 19, Dex 12, Con 14, Int 13, Wis 10, Cha 8
Feats Blind-Fight, Cleave, Great Cleave, Greater Weapon Focus (greatsword)^{B}, Improved Bull Rush^{B}, Improved Initiative, Improved Sunder^{B}, Obscure Personal Truename^{B}, Power Attack^{B}, Truename Training*, Weapon Focus (greatsword)^{B}, Weapon Specialization (greatsword)^{B}
*New feat described on page 229
Skills Climb +12, Intimidate +12, Jump +5, Listen +3, Ride +8, Truespeak +20
Possessions combat gear plus *+2 full plate*, *+2 greatsword*, composite longbow (+4 Str bonus) with 20 arrows, *lesser amulet of the silver tongue**, *gauntlets of ogre power*, 5 gp
*New item described on page 263

BRIMSTONE SPEAKER

"Angels of sky and sun, fly to my aid! With the sacred word thamach'trulihaunavrithi, *I compel you!"*
—Kuorick Hammerdau, brimstone speaker

Brimstone speakers regard the secret language of truenames as nothing less than a gift from the gods. Through assiduous study, they master truenames that enable them to call eladrins, archons, and angels to fight on their behalf. They also know the truename they're most famous for: the tongue of fire that burns away the stain of evil everywhere.

BECOMING A BRIMSTONE SPEAKER

Becoming a brimstone speaker is relatively straightforward, as long as you meet the religious and alignment requirements of the class. The easiest path to the class is to take seven levels of cleric and either the Truename Training feat or a level in the truenamer class to get the needed ranks in the Truespeak skill.

ENTRY REQUIREMENTS

Alignment: Any good
Skills: Truespeak 10 ranks
Special: Ability to cast *true prayer of the chosen**
Special: Worshiper of a deity that provides access to the Fire or Good domain
*New spell described on page 259

CLASS FEATURES

The brimstone speaker exchanges some spellcasting levels for two abilities: a fiery breath weapon and the ability to call outsider allies.

Spellcasting: At each level except 1st, 3rd, 6th, and 9th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one divine spellcasting class before becoming a brimstone speaker, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Tongue of Fire (Su): The first thing every brimstone speaker learns is a truename that roughly translates as "tongue of fire." If you utter it correctly (Truespeak DC 25), you gain a fiery breath weapon that deals 3d6 points of damage in a 20-foot line. Those within the area of the tongue of fire take half damage if they succeed on a Reflex saving throw (DC 10 + class level + Con modifier).

At 5th level, your tongue of fire deals 5d6 points of damage (Truespeak DC 30), and at 10th level your tongue of fire deals 8d6 points of damage (Truespeak DC 35). If you wish, you can declare that you're using a less powerful version of your tongue of fire, accepting less damage in exchange for a lower Truespeak DC. The Law of Resistance applies to this ability (see page 233), so the Truespeak DC of each successive use of tongue of fire increases by 2.

Lesser Heavenly Entreaty (Sp): Beginning at 3rd level, by shouting the truenames of various angelic powers to the heavens, you are able to call powerful outsiders to fight on your behalf. If you succeed on a DC 27 Truespeak check, you can summon one bralani eladrin (*MM* 93) that follows your directions as if summoned by a *summon monster* spell. You can use a *heavenly entreaty* a number of times per day equal to your class level. A celestial summoned with this ability remains for 1 minute. You can have only one heavenly envoy at a time. If you successfully summon a new one, the previous one disappears. The Law of Resistance applies to this ability (see page 233), so the Truespeak DC of each successive use of *lesser heavenly entreaty* increases by 2.

Heavenly Entreaty (Sp): From 6th level on, if you succeed on a DC 33 Truespeak check, your ability to summon celestial aid improves. You now have the option of summoning one word archon (see page 264) that follows your directions as if summoned by a *summon monster* spell. You can use a *heavenly entreaty* a number of times per day equal to your class level. Uses of this ability and *lesser heavenly entreaty* are drawn from a common pool. Thus, at 6th level, you can summon either a word archon or a bralani eladrin a total of six times per day. A celestial summoned with this ability remains for 1 minute. You can only have one heavenly envoy at a time. If you successfully summon

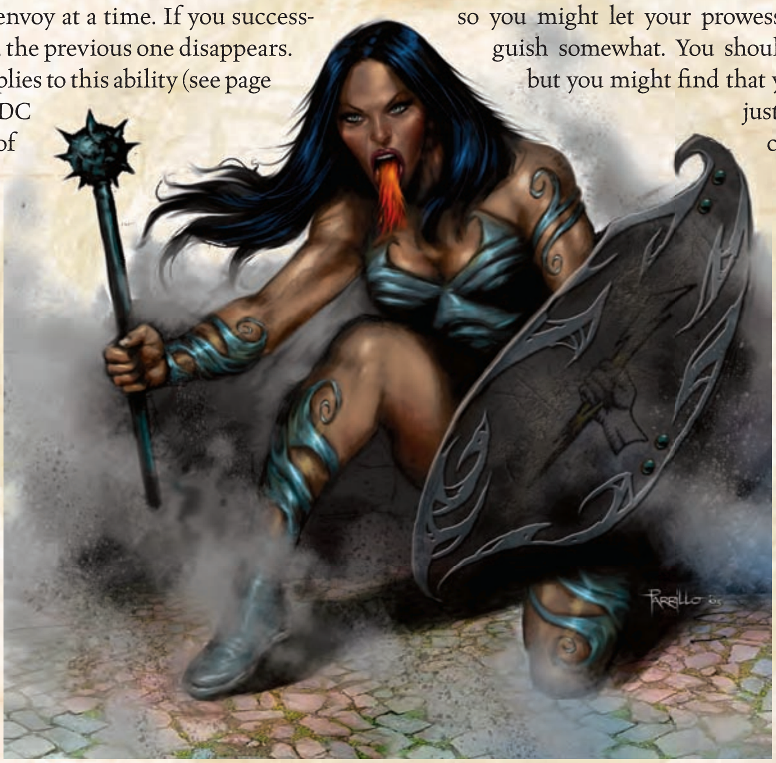
Table 3–6: The Brimstone Speaker **Hit Die: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Tongue of fire 3d6	—
2nd	+1	+3	+0	+3		+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	*Lesser heavenly entreaty*	—
4th	+3	+4	+1	+4	—	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Tongue of fire 5d6	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	*Heavenly entreaty*	—
7th	+5	+5	+2	+5	—	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	—	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	*Greater heavenly entreaty*	—
10th	+7	+7	+3	+7	Tongue of fire 8d6	+1 level of existing divine spellcasting class

Class Skills (2 + Int modifier per level): Concentration, Craft, Heal, Intimidate, Knowledge (arcana), Knowledge (history), Knowledge (religion), Knowledge (the planes), Profession, Spellcraft, Truespeak.

a new one, the previous one disappears. The Law of Resistance applies to this ability (see page 233), so the Truespeak DC of each successive use of *heavenly entreaty* increases by 2.

Greater Heavenly Entreaty (Sp): When you attain 9th level, your ability to summon celestial allies improves again. If you succeed on a DC 43 Truespeak check, you can summon one astral deva (*MM* 11) that follows your directions as if summoned by a *summon monster* spell. You can use a *heavenly entreaty* a number of times per day equal to your class level. Uses of this ability, *heavenly entreaty,* and *lesser heavenly entreaty* are drawn from a common pool. Thus, at 9th level, you can summon either an astral deva, a word archon, or a bralani eladrin a total of nine times per day. A celestial summoned with this ability remains for 1 minute. You can have only one heavenly envoy at a time. If you successfully summon a new one, the previous one disappears. The Law of Resistance applies to this ability (see page 233), so the Truespeak DC of each successive use of *greater heavenly entreaty* increases by 2.



Kuorick Hammerdau, a human brimstone speaker

PLAYING A BRIMSTONE SPEAKER

Your god gave you an immense gift, revealing to you part of the hidden mechanism of the universe. As a result, you "spread the word" in both the literal and figurative senses. Your truenames help you crusade for good. With each victory over evil, your actions increase the truename power of words such as "good," "honorable," and "hero."

You are torn between two worlds. On one hand, you spend a lot of time cloistered in a library mastering the art of truenames. But your abilities are far more suited to the life of a crusader than the life of the scholar. You delve into tomes of truename lore from a sense of duty, but you're eager to get back out into the field and pursue your true calling: burning the stench of evil from the world.

COMBAT

You have traded some spellcasting levels to earn your class features, so the most important tactical decision you face on a round-by-round basis is whether to cast a spell, use tongue of fire, or summon a celestial ally. Tongue of fire gives you a good offensive option, especially against multiple foes, so you can shift your spell selection to include more defensive and utility spells if you wish. Realize also that you retain offensive power regardless of how many spells you have. Even if you convert every spell on your list to heal your allies, you can still blast evildoers with tongue of fire.

The tongue of fire does have its limitations. Its range is only 20 feet, and sometimes it's difficult to place the line so that it doesn't hit your allies—you want to avoid what would literally be "friendly fire." The ability requires you to make a successful Truespeak check to use, so keep your Truespeak modifier as high as possible.

Because your tongue of fire is a line, you will want to know the rules for line-shaped effects (*PH* 175) like the back of your hand.

Your spells and class features keep you busy during a fight, so you might let your prowess in melee combat languish somewhat. You should still carry a weapon, but you might find that you don't swing it often, just because you have more compelling options on a round-by-round basis. Don't neglect your defense. You will spend a great deal of time in harm's way, because many commonly cast divine spells are touch spells, and your tongue of fire has a relatively short range.

You learn your first *heavenly entreaty* at 3rd level. Thereafter, you have an encounter-changing class feature. This provides you with yet another option to access in the course of a battle, but it's nice to have tactical dilemmas that involve powerful outsiders flying to aid you.

A successful *heavenly entreaty* can swing an encounter in your favor, but it also makes that encounter a lot more complicated. You've just added a high-level outsider to a battle that was probably complex to begin with. You can make the DM's life a lot easier and your fellow players more engaged if you have the statistics for the bralani eladrins, word archons, or astral devas ready ahead of time. Study them beforehand so you know what they can do and what their important statistics are (AC, saving throws, and so on).

ADVANCEMENT

It takes an unlikely combination of a scholar's patience and a crusader's zeal to make a good brimstone speaker, and the masters of your religious order identified you as a good candidate. Throughout your early career, you studied the discipline

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of truenames. After you passed a series of examinations, you were taught the truename for tongue of fire, and your life as a brimstone speaker began.

Once you learn the truename for the tongue of fire, you immediately begin studying the truenames of outsiders, striving to pronounce them so perfectly that the angels have no choice but to descend and aid you. You visit the major temples of your faith periodically, eager to study more in their archives and libraries.

As you gain brimstone speaker levels, keep your Truespeak modifier as high as possible. If you stop improving your Truespeak skill, higher-level class features will be nearly inaccessible to you. Consider the Skill Focus (Truespeak) feat, the *amulet of the silver tongue*, and various Intelligence-enhancing items as means of improving your ability to use Truespeak.

Because you have ranks in Truespeak, consider giving truename spells (described in the section beginning on page 253) an important place in your repertoire. Because some of those spells require research into personal truenames, consider developing Knowledge skills that will help you discover the personal truenames of your allies and enemies.

RESOURCES

Brimstone speakers are traditionally crusaders for their faith, cleansing the countryside of evil and leaving more esoteric theological matters for other parts of the religion. You spend most of your time away from the church, because your mission is to go where the evil is. You can count on aid from your religious-minded fellows when you come back into the fold, because they generally recognize the value of the work you perform. You will often get free or reduced-cost spellcasting at affiliated temples and shrines in exchange for the quests and crusades you undertake.

The most important aid you receive isn't spellcasting or financial aid, however—it's access to the accumulated truename lore of your church. When you visit major temples, you can get access to the books that unlock your key class features.

BRIMSTONE SPEAKERS IN THE WORLD

"It was da perfect ambush. Da human was all alone in a canyon, so we jumped down, killed her horse so she couldn't run off, and cut her real good. Then she said somethin' I couldn't hear right—all weird gobbledy-guk—and these glowin' winged things came zoomin' outta da sky. I ran, but from da sounds I heard, dose winged things got everyone else."

—Nahlarak, bugbear warlord

Brimstone speakers are often spoken of in the temples of many faiths, but they're rarely seen there. Their abilities are suited for cleansing the land of evil, not proselytizing to heathens or preaching sermons to the faithful. Brimstone speakers follow the lead of Joram the Crusader (described below) in that regard.

DAILY LIFE

Brimstone speakers usually wake up with one of two goals: Uncover evil, or expunge the evil they uncovered yesterday. Their life is a series of quests and crusades, punctuated only by periodic spates of intense truename study at major temples. Most brimstone speakers wouldn't have it any other way, because they believe that their deities chose them to wander the earth and cleanse it of evil.

NOTABLES

Perhaps the most famous brimstone speaker is Joram the Crusader, a follower of Pelor who crossed the earth on one quest or another for six of his eight decades. A temple acolyte once asked Joram why he spent his life in dark caverns, fetid swamps, and other unsavory places. Joram's terse response: "Because that's where the evil is."

Brimstone speakers have a centuries-old history, but many current speakers have some connection to Joram—a testament both to Joram's industry and the desire of younger brimstone speakers to emulate him as closely as possible. One of the most controversial brimstone speakers is Urick Joramson, a child of Joram's known for his intense zeal to uproot evil. Unlike his father, Urick is indiscriminate in his campaign to rid the land of evil. Urick believes that the gods will protect innocents caught up in the battle between good and evil, so Urick doesn't need to. "If no god sought to save you, you should ask yourself why!" says Urick. Urick and Joram are estranged for both this difference in philosophy and some family reasons neither will discuss.

ORGANIZATION

Brimstone speakers have no organization of their own. Each good-aligned religion with brimstone speakers among its ranks develops its own organization to pass along the necessary truename lore and direct the efforts of brimstone speakers in the field. In most cases, brimstone speakers are a separate order within the larger church. They share all the beliefs and customs of the religion as a whole, but they have their own specific traditions and codes of conduct as well.

Many brimstone speakers are followers of Pelor, both because Pelor's followers are so numerous and because Joram the Crusader worships Pelor. Pelor's religion has an "Order of Brimstone," whose members wear flame-red tabards and golden helms. Anyone who can qualify to become a brimstone speaker is eligible to join the Order of Brimstone, which grants access to the church's libraries and provides a steady supply of missions involving threats to the church and society at large. Most of Pelor's brimstone speakers are sent out on missions individually or with allies who aren't brimstone speakers. Again, Joram's wisdom is part of the reason; he once famously said, "One spark for one bonfire."

Other faiths have different ways of organizing their brimstone speakers. Followers of Kord have a "Brimstone Brigade" organized along military lines, while Heironeous's brimstone speakers are eligible to join one of several crusader orders dominated by paladins, knights of the chalice (described in *Complete Warrior*), and divine crusaders (described in *Complete Divine*).

NPC REACTIONS

Because brimstone speakers are relatively rare and not involved in church leadership or politics, they're not well known, even among the faithful. Religious leaders, on the other hand, recognize and value the services that a brimstone speaker provides, so they have an initial attitude of friendly when encountering a brimstone speaker.

Evildoers who have been burned by a brimstone speaker aren't likely to forgive or forget, so they have an initial attitude of hostile toward brimstone speakers. Evildoers who work behind the scenes, such as cultists and rebels, have a particular loathing for brimstone speakers because they can't be bought off or negotiated with.

BRIMSTONE SPEAKER LORE

Characters with ranks in Knowledge (religion) can research brimstone speakers to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Brimstone speakers are clerics that can emit a tongue of fire to burn their enemies.

DC 15: They use the power of truenames to create the tongue of fire, and eventually they use the truenames of eladrins, archons, and angels to call them into battle.

DC 20: Brimstone speakers spend most of their time on quests to expunge the land of evil, much like their greatest hero, Joram the Crusader.

BRIMSTONE SPEAKERS IN THE GAME

The brimstone speaker class is are a good way for an existing character—probably a cleric, in this case—to use the truename rules and retain the familiar aspects of the cleric's function. The prestige class is overtly a cleric with a twist. Once the player has mastered a few new class features and perhaps some truename spells, he or she can settle into the familiar role of the cleric without difficulty. Many mid-level clerics will be able to qualify for the prestige class in just a few levels, simply by buying cross-class ranks in Truespeak until their next feat choice becomes available. They can then take the Truename Training feat, and they should have enough ranks to qualify for the brimstone speaker class.

As a DM, you should pay attention to how much the player of a brimstone speaker uses the truename aspects of the class. If a brimstone speaker just wants to be a cleric with a tongue of fire, that's fine. But if the player starts using truename spells and spending skill points in Knowledge skills to improve her truename research abilities, that's a sign that the player wants your help to make truenames more important. Include villains in your game whose personal truenames she has a reasonable chance of learning. Give some monsters truename-related feats, including ones that will surprise her, such as Personal Truename Backlash.

ADAPTATION

As written, the brimstone speaker is a crusader for the forces of good. It's easy to change (or even remove) the alignment requirement and develop a brimstone speaker devoted to tyranny and woe, or one with no philosophical agenda at all.

If you change the alignment requirement for this class, you should replace the creatures in the entreaties. Because the creatures remain for only a few rounds, their Challenge Rating is the best measuring stick for how effective they are in response to an entreaty. The 3rd-level entreaty gives you a CR 6 creature, the 6th-level entreaty gives you CR 9, and 9th level CR 14.

Keep in mind that summoned creatures with unusual spell-like abilities can be problematic even with a short duration, and it's hard to fit multiple Large or Huge outsiders onto a crowded battlefield.

To give the class an evil, demonic flair, for instance, you could use Chaos, Evil, and Fire for the domain requirement, and replace the envoys with a babau, a vrock, and a nalfeshnee as the creatures that answer a brimstone speaker's entreaty. For a lawful evil flavor, require the Evil, Fire, or Law domains and use a chain devil, bone devil, and logokron devil (see page 265).

SAMPLE ENCOUNTER

If your PCs are battling a brimstone speaker, the encounter will be more memorable if they get to see all the class features in play. For example, you could have the brimstone speaker use a tongue of fire in the first round, make a *heavenly entreaty* in the second, then spend subsequent rounds casting beneficial spells on his angelic allies. Don't be shy about using the *heavenly entreaty* in the first or second round; NPCs don't have to pace themselves the way PCs do, because they have a life span measured in just a handful of rounds.

EL 10: Kuorick Hammerdau is a rail-thin woman with piercing eyes and a stern demeanor. She's a well-meaning brimstone speaker, but like her mentor Urick Joramson, she cleanses evil first and asks questions later. She can be an effective foil for morally ambiguous PCs, or characters with unusual allies, such as drow.

Kuorick Hammerdau CR 10

Female human cleric 7/brimstone speaker 3
LG Medium humanoid
Init +0; **Senses** Listen +4, Spot +4
Languages Common, Draconic, Abyssal

AC 22, touch 10, flat-footed 22
hp 65 (10 HD)
Fort +10, **Ref** +3, **Will** +12

Speed 20 ft. (4 squares)
Melee mwk morningstar +7 (1d8–1)
Ranged mwk light crossbow +8 (1d8/19–20)
Base Atk +7; **Grp** +6
Special Actions tongue of fire (3d6 fire, DC 15), *lesser heavenly entreaty*, turn undead 4/day (+3, 2d6+8, 7th)
Combat Gear *wand of searing light* (8th; 7 charges), scroll of *flame strike*, scroll of *heal*
Cleric Spells Prepared (CL 8th):

4th—*dimensional anchor, dismissal, order's wrath*^{D} (CL 9th), *true prayer of the chosen**
3rd—*daylight, dispel magic, prayer, magic circle against evil*^{D} (CL 9th), *searing light*
2nd—*aid*^{D} (CL 9th), *bear's endurance* (2), *consecrate* (CL 9th), *shatter* (DC 16)
1st—*bless, detect evil* (2), *protection from evil*^{D} (CL 9th), *sanctuary, true prayer of the faithful**
0—*detect magic* (2), *light* (2), *resistance* (2)
D: Domain spell. Deity: Pelor. *Domains:* Good, Law
*New spell described on page 259

Abilities Str 8, Dex 10, Con 14, Int 14, Wis 18, Cha 12
Feats Combat Casting, Improved Initiative, Skill Focus (Truespeak), Truename Research*, Truename Training*
*New feats described on page 229
Skills Concentration +12, Intimidate +8, Knowledge (religion) +15 (+17 truename research), Knowledge (the planes) +15 (+17 truename research), Spellcraft +12, Truespeak +18
Possessions combat gear plus *+2 full plate, +1 small shield,* masterwork morningstar, masterwork light crossbow with 10 bolts, *periapt of Wisdom +2,* holy symbol, 1 vial holy water, 5 lb. silver dust (for *consecrate*)

DISCIPLE OF THE WORD

"Defy the sword."

—Aglaran, Disciple of the Word

Disciples of the word are intellectual warrior monks who, through a deeper understanding of their truenames, transcend the limits of their mortal form. Disciples commit themselves to a studied pursuit of introspection tempered by pious devotion to the principles of Zuoken as penned by the hand of the first disciple, Akahuza. Through these teachings, disciples develop techniques that allow them to defy the limits of reality.

BECOMING A DISCIPLE OF THE WORD

Monks make the best disciples of the word, because they have an average base attack bonus, are lawful, and gain the evasion class feature early. Other characters can gain entry into this class, but the evasion requirement necessitates at least two levels of monk or rogue, or at least eight levels of ranger. No character can take levels in this class without devoting a few skill points to the Truespeak skill.

ENTRY REQUIREMENTS

Alignment: Any lawful
Base Attack Bonus: +4
Skills: Truespeak 4 ranks
Feats: Improved Unarmed Strike, Stunning Fist
Special: Evasion

CLASS FEATURES

As a disciple of the word, you have class features that emphasize mobility. Abilities such as word of movement sublime and word of movement perfected allow you to move about the battlefield almost unhindered. Word of the fist unraveling and word of mystic deflection help you take on foes with a variety of attack capabilities, from spells to melee attacks.

TABLE 3–7: THE DISCIPLE OF THE WORD **HIT DIE: D8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+2	Known personal truename, monk abilities, word of movement sublime
2nd	+1	+3	+3	+3	Word of the stance unyielding
3rd	+2	+3	+3	+3	*Word of health restored*
4th	+3	+4	+4	+4	Word of movement perfected
5th	+3	+4	+4	+4	Word of reflexes exalted
6th	+4	+5	+5	+5	Word of the strike unstoppable
7th	+5	+5	+5	+5	Word of the fist unraveling
8th	+6	+6	+6	+6	Word of harm avoided
9th	+6	+6	+6	+6	Word of mystic deflection
10th	+7	+7	+7	+7	Word of speed unfettered

Class Skills (4 + Int modifier per level): Balance, Climb, Concentration, Escape Artist, Jump, Move Silently, Truespeak, Tumble.

Known Personal Truename: You know your own personal truename. However, pronouncing it correctly requires a Truespeak check with a DC equal to 15 + (2 × your HD) + 2. You get a +4 bonus on the Truespeak check because it's your personal truename.

Monk Abilities: A disciple of the word adds her class level to her monk level to determine her class-based AC bonus, her unarmed damage, unarmored speed bonus, flurry of blows penalty, and the number of daily attempts of her Stunning Fist feat.

If she has no monk levels, she gains the AC bonus of a monk whose level equals her disciple of the word level, but she doesn't add her Wisdom bonus to her AC. In addition, she gains additional uses of the Stunning Fist feat as a monk. (Her nonmonk, nondisciple of the word class levels provide one use per four levels, and her monk and disciple of the word class levels provide one use per level).

A disciple of the word does not count her class levels for the purpose of determining when she gains any other monk class features, such as reduced penalties for flurry of blows attack rolls, bonus feats, evasion, or other special abilities.

Word of Movement Sublime (Su): You can channel your *ki* into a single word of Truespeech. This spoken word allows you, for a passing moment, to move as one with the restless motion of the universe, stepping through the mundane world with perfect grace. As a swift action, you can spend one of your daily uses of the Stunning Fist feat and substitute a Truespeak check in place of a Balance, Jump, or Tumble check.

Word of the Stance Unyielding (Su): Beginning at 2nd level, you can channel your *ki* while speaking a word of Truespeech that allows you to stand fast, anchored to your current position by the rigid laws of the universe. As an immediate action, you can spend one of your daily uses of the Stunning Fist feat and substitute a Truespeak check in place of a Strength check to resist a trip, bull rush, or disarm attempt.

Word of Health Restored (Sp): From 3rd level on, you can use a word of Truespeech to focus your *ki* into your own body. As a full-round action, you can spend one of your daily uses of the Stunning Fist feat and make a Truespeak check to heal yourself. You restore a number of hit points equal to your character level. Using this ability provokes attacks of opportunity, but you can attempt to use it defensively, exactly as if it were a 3rd-level utterance.

Word of Movement Perfected (Su): At 4th level, you learn a word of Truespeech that allows you to move with great speed and agility, striding swiftly over the contours of the physical world. As a swift action, you can spend one of your daily uses of the Stunning Fist feat and make a DC 25 Truespeak check to increase your base speed by 20 feet. In addition, while this ability is active, you can walk on water, quicksand, snow, or even a spider's web without sinking or breaking through. You can take part of your movement for the round to traverse a wall or other relatively smooth vertical surface if you begin and end your move on a horizontal surface. The height you can achieve on the wall is limited only by your normal movement restrictions. If you do not end your movement on a horizontal surface, you fall prone, taking falling damage as appropriate for your distance above the ground.

This benefit lasts for 1 round. This increase stacks with other bonuses to your speed, such as from the *haste* spell or a monk's fast movement bonus.

Word of Reflexes Exalted (Su): Beginning at 5th level, you can focus your will to deliver another word of Truespeech. As an immediate action, you can spend one of your daily uses of the Stunning Fist feat and substitute a Truespeak check in place of a Reflex saving throw.

Word of the Strike Unstoppable (Su): From 6th level on, you can speak a word of Truespeech and overcome a creature's damage reduction. After a successful melee strike, you can spend one of your daily uses of the Stunning Fist feat as a swift action to attempt to bypass a target's damage reduction. The DC of the Truespeak check depends on the type of damage reduction that you are trying to overcome. If the creature's damage reduction requires more than one trait to overcome, chose the trait with the highest DC and add 10 to that DC for each additional trait required. If the creature's damage reduction is overcome by one of several types of damage, use the lowest applicable DC.

DR	DC
Piercing	20
Slashing	20
Bludgeoning	25
Magic	30
Silver	35
Cold iron	35
Adamantine	40
Epic	45

Word of the Fist Unraveling (Su): At 7th level, you gain the ability to focus your *ki* into a single powerful strike. Accompanied by a word of Truespeech, this ability can unravel magical effects. After a successful melee strike, you can spend one of your daily uses of the Stunning Fist feat as a swift action to attempt to dispel one effect currently on the creature struck by the melee attack. This works like a targeted dispel, except that you can only dispel the highest-level effect currently affecting the target. You make a Truespeak check opposed by a caster level check made by the caster of the affected spell. If you are successful, the spell is dispelled. If your check is unsuccessful, the spell remains in effect. Regardless of the result of the opposed check, the melee attack deals damage normally.

Word of Harm Avoided (Ex): Beginning at 8th level, if you have one hand free, once per day when you would normally be hit with a weapon, you can deflect it so that you take no damage from it. To negate the attack, you spend one of your daily uses of the Stunning Fist feat and make a Truespeak check, opposed by the attack roll of the attack that you are attempting to negate. You must be aware of the attack and not flat-footed. Attempting to deflect an attack is an immediate action (an action you can take even when it's not your turn, but counts against the number of swift actions you can take in a round). Unusually massive weapons (that is, any weapon two or more size categories larger than you) or attacks generated by spell effects (*Melf's acid arrow* or *shocking grasp*) can't be negated. You must use this ability after the result of the attack roll is known but before damage is rolled.

Word of Mystic Deflection (Su): Starting at 9th level, you can speak a word of Truespeech and prevent a hostile spell from affecting you. When you are the sole target of a spell (the spell must target you; this does not apply if you are the sole individual in an area spell) that must overcome spell resistance to have an effect, you can spend one of your daily uses of the Stunning Fist feat and attempt a Truespeak check as an immediate action. This Truespeak check is opposed by the caster's caster level check. If you succeed on this check, the spell is negated. If you fail this check, you are subject to the spell's effect normally, including your chance to save against the spell's effect, if applicable.

Word of Speed Unfettered (Su): At 10th level, you can speak a word of Truespeech and imbue your form with unparalleled celerity. You can spend one of your daily uses of the Stunning Fist feat and attempt a DC 50 Truespeak check as an immediate action. If you succeed on this check, you gain an additional move action that you must take immediately. This ability might, among other things, allow you to move and make a full attack in the same round.

Multiclass Note: Monks who multiclass into this prestige class can continue advancing as monks.

PLAYING A DISCIPLE OF THE WORD

As a disciple of the word, you understand that reality, as most know it, is nothing more than an abstraction of the true forms—words. All things are mere reflections, shadows of the true form, and even other people are just flawed copies of their true form. Thanks to your unusual outlook, you have a hard time making friends, but that's not a problem. Mortal friendships can never compare with the ideal concept of friendship.

Being a disciple of the word means you are part of the Order of the Word, a group of like-minded individuals who work to leave behind the flaws of the physical body and become one with the form from which they are modeled. You might be the master of a particular enclave of monks and the living embodiment of this goal, or you might be an instructor at one of these rare monasteries.

COMBAT

Your advantage is your knowledge of Truespeech. It allows you to avoid damage, to heal yourself, and gives access to many other powerful abilities. In battle, use your mobility to distract your opponents from attacking your allies. The more attacks your enemies waste trying to strike you, the more attacks your companions can make against these same opponents.

You should take advantage of your mobility and move to flank your foes with allied rogues and fighters. Good positioning helps other characters make use of sneak attacks, and at the very least provides a bonus on attack rolls. In these situations, it's probably best to fight defensively, and if you have it, maximize your AC bonus from the Combat Expertise feat. At 5th level, not only can you get in and out of dangerous spots, you can also more effectively escape harmful area effects. Upon reaching 9th level, you can rest assured that you will rarely be subject to a spell you don't want to affect you.

ADVANCEMENT

You probably started down the path of the disciple of the word after first being exposed to the power of Truespeech, either in the presence of a truenamer or another disciple of the word. Another disciple of the word might have then recognized your agility and combat skills, and told you there was a way to deny the dangers posed by reality. You sought out the monks of the Order of the Word and unlearned all your previous training, for once you saw their techniques in practice, you had to find the key to unlocking those abilities yourself.

Long hours of study and training finally paid off, and you are constantly amazed at how easily you can shape a battle to your own ends now that you know the secrets of truenaming. Though you are not required to spend all your days at the monastery, you often retreat there for further training and education. Then again, you might remain at a monastery for years, only emerging when you feel a call to explore or adventure, to advance the perfect forms through intervention when the forces of entropy assert themselves.

As you continue to awaken your true form, you have many opportunities to develop your fighting skills. Spend skill points on movement skills such as Climb, Jump, and Tumble. It's a good idea to invest in feats that work well with your class abilities, so be sure to pick up feats such as Deflect Arrows, Run, and Spring Attack.

RESOURCES

Though you might wander far from your teachers and school, you can always return. For you, it is a safe haven, a place to heal or hide. The Order of the Word provides free food, lodging, and basic supplies to all its members. They maintain friendly relations with local clerics of Zuoken (see page 124 of *Complete Divine* or page 221 of *Expanded Psionics Handbook*) who always have a shrine dedicated to the demigod within the monasteries' walls. Disciples gain access to free healing from those clerics, as well.

DISCIPLES OF THE WORD IN THE WORLD

"Though we walk different roads, the paths converge at the same end."

—Utod, Fist of Zuoken

A disciple of the word combines truenaming and martial arts, representing the pinnacle of what a person can achieve by devoting herself to reaching her true form. Disciples can appear in any campaign, originating in small shrines in mountain aeries or well-defended and enormous martial arts schools taught by ancient masters.

DAILY LIFE

As important as it is for disciples to focus on their personal training, they do so by following the principles of self-discipline and mental prowess as scribed in the sacred scroll

NEW MARTIAL ART: WORD GIVEN FORM MASTERY

First introduced in *Oriental Adventures,* martial arts styles are added benefits gained when a character takes a particular assortment of feats. A character who masters the feats within a style gains a mastery ability related to the techniques of that style. Word Given Form emphasizes the harmony of the disciple's truename. By repeating his truename in combat, he can blur his form against a particular target.

WORD GIVEN FORM

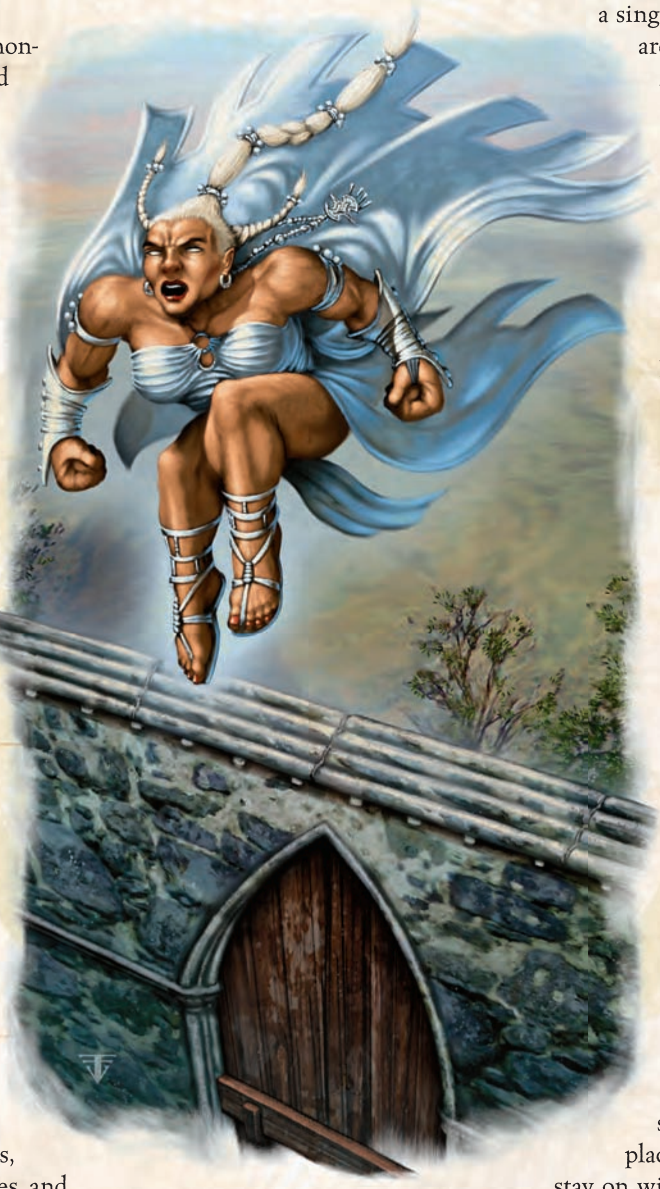
You have mastered the martial arts style of "Word Given Form."

Prerequisites: Truespeak 12 ranks, Tumble 12 ranks, Combat Expertise, Dodge, Improved Unarmed Strike, Mobility, Spring Attack.

Benefit: When using the Dodge feat against an opponent, in addition to the +1 dodge bonus to AC, you also gain total concealment (50% miss chance) from that opponent as your form blurs and shifts.

of Akahuza. Each day, disciples speak the holy sutra to help order their minds. A disciple first speaks her truename followed by an invocation to the self, calling for the blessing of Zuoken to strengthen the body, mind, and soul, while asking for the strength of mind to see beyond the illusion that is reality.

Many disciples leave their monasteries to explore the world and derive a deeper understanding of their place within it. A few, however, found schools of their own, where they instruct new students in keeping the words of Akahuza and the principles of Zuoken alive. As a sensei, a disciple must select viable candidates through careful testing, to see if they have the dedication to succeed in the Akahuza style while also looking for those with at least some fundamental understanding of Truespeech. The first students trained become instructors and administrators, teaching new students and managing the monastery's resources.



Kordi Senade, a dwarf disciple of the word

NOTABLES

Three centuries ago, Akahuza, a monk and student of Zuoken's teachings, was dissatisfied with the path of war advanced by the Fists of Zuoken. Akahuza believed there was another way to master self-discipline. He traveled to different schools all over the land, studying with the tattooed monks, drunken masters, void disciples, and dozens of other schools, but each left him dissatisfied. So he wandered farther, listening to the words in the wind and the pulse in the earth, following the flow of the clouds until he came upon a shrine deep within a rain forest. There, he found an old man living alone who did nothing except stare at a single rune carved in the wall. The man did not speak, but he did not rebuff Akahuza's help either. The two men lived in silence; the elder studied the sigil, the younger studied the elder.

Weeks turned to months and months turned to years, and still the old man never spoke. Finally, Akahuza, in his perplexity, made ready to leave, gathering what supplies he had, thinking his time was wasted. As he turned to go through the shrine's gate, there stood the old man, though how he came to be there, Akahuza could not say. Bowing deeply to the elder, the wanderer tried to move past him, but the elder, faster than seemed possible, intercepted him. Two more attempts and the master blocked him. Then the old man spoke a single word and everything bent around them, as if the world folded in on itself. Akahuza knew then he had found what he sought.

Thirty years later, Akahuza returned to his homeland and founded the Order of the Word. As his followers built the school around him, he penned the essential principles of the art, writing just one character each day. When the school was complete, so was Akahuza's writing, and with the final character written he died. Over the next 200 years, the Order of the Word grew around the teachings set out in the sacred scroll, and the knowledge contained inside resulted in the first disciples of the word.

ORGANIZATION

The modern Order of the Word retains the original structure first set out by Akahuza all those years ago. At a monastery, a master guides his favored pupils who in turn instruct the students. Though many disciples wander the world in search of themselves and their place, many more are content to stay on with their comrades and learn the greater mysteries of their path.

No single overarching master governs the Order of the Word. Rather, several masters care for their particular schools. Since this is a group built on the ideals of peace and self-improvement, it has little room for rivalry or tensions between the schools. Occasionally, one monastery hosts a tournament, and these exciting events draw disciples from all over the world, and in some cases, from across the planes. Students compete to demonstrate their mastery of Akahuza's teachings, and the contests end when the top three students remain. These champions are immediately elevated to master status and given the funds to found their own monasteries.

Illus. by F. Vohwinkel

NPC REACTIONS

Even though disciples pursue a different path from that walked by other followers of Zuoken, they still pay homage to the god and enjoy his blessings. Clerics and monks of Zuoken are always friendly or even helpful to disciples. Other monks look upon disciples as strange and unusual, but their suspicions rarely worsen their attitudes below indifferent.

Disciples are a peaceful group, so they have few enemies. Still, some creatures oppose peace and see those who embrace that path as a threat to their goals. Evil monks are always unfriendly if not hostile. Chaotic characters share the same suspicions, especially barbarians, who thrive on anarchy. These individuals are often unfriendly or worse, attempting to destroy that which they cannot understand.

DISCIPLE OF THE WORD LORE

Characters with ranks in Knowledge (arcana) or Knowledge (history) can research disciples of the word to learn more about them. Characters who worship Zuoken receive a +5 circumstance bonus on these checks. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Some monks believe that only through avoiding conflict can they understand the nature of reality.

DC 15: The disciples of the word are masters of movement, physically melding both form and idea.

DC 20: Disciples are not so much opposed to conflict as they are committed to perfecting their physical forms. By developing themselves, they avoid injury.

DC 30: The Order of the Word was founded by Akahuza, a mystic and monk who unlocked the truth about himself through Truespeech.

DISCIPLES OF THE WORD IN THE GAME

Disciples of the word can be featured in any campaign. A mysterious mountain school might be an institution run by the Order of the Word. If you use psionics, they could be an outgrowth of the fist of Zuoken prestige class. Most disciples, however, will have an appeal to players. The class represents an excellent avenue for introducing truename magic into an ongoing campaign by blending the monk with the truenamer class.

The disciple of the word prestige class appeals to players who like martial arts and the mysticism often associated with them. While providing interesting combat abilities, this class also offers a means to ground such characters into a campaign and let them develop their abilities through a compelling spiritual journey of self-discovery.

ADAPTATION

The disciples need not be a group committed to improving themselves. Instead, they could be a group that advances their physical combat techniques to breed a powerful army of assassins bent on conquering the world. In this case, you will want to make the alignment prerequisite lawful evil. Also, you will want to divorce this class from Zuoken altogether and replace him with a suitably sinister deity such as Ilsensine of the mind flayers or even Hextor, the god of tyranny. Alternatively, the disciples could become a force for good that emphasizes how striving to perfect the self allows a better understanding of the world, which ultimately distances an individual from evil. In such a case, Heironeous is a great substitute deity.

SAMPLE ENCOUNTER

Disciples are often allies and advisors, helping PCs overcome a difficult puzzle or defeat a particularly nasty adversary. As opponents, they are frustrating enemies, avoiding and evading attacks with ease. A disciple might even grow bored with the fight after a time and leave, an act sure to infuriate aggressive PCs.

EL 8: Kordi Senade, a novice disciple of the word, flees after a band of devils destroyed her monastery. Hot on her heels is a bone devil that wants nothing more than to feast on her flesh. When Kordi rounds the corner, either in a city or in the wilderness, the bone devil uses *major image* to mask its appearance and assume the guise of a noble paladin.

KORDI SENADE CR 9

Female dwarf monk 6/truenamer 1/disciple of the word 2
LN Medium humanoid
Init +0; **Senses** darkvision 60 ft; Listen +3, Spot +3
Languages Common, Dwarven, Draconic

AC 16, touch 14, flat-footed 16; +4 AC against giants
hp 58 (9 HD)
Immune normal disease
Resist evasion, stability (+4 against bull rush and trip)
Fort +10 (+12 against poison), **Ref** +8, **Will** +13 (+15 against enchantments); +2 on saves against spells and spell-like effects

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Speed 40 ft. (8 squares)
Melee unarmed strike +9/+9 (1d10+3) or
Melee unarmed strike +8/+8/+3 (1d10+3) with flurry of blows
Base Atk +5; **Grp** +8
Atk Options +1 on attacks against orcs and goblinoids, *ki* strike (magic), *word of the stance unyielding*
Combat Gear *potion of cure moderate wounds, potion of shield of faith +2*
Utterances Known (CL 1st):
Lexicon of the Evolving Mind
1st—*knight's puissance*

Abilities Str 16, Dex 10, Con 14, Int 14, Wis 16, Cha 6
SQ known personal truename, slow fall 30 ft., stonecunning (*PH* 15), *word of movement sublime*
Feats Combat Expertise, Deflect Arrows^B, Improved Trip^B, Improved Unarmed Strike^B, Skill Focus (Truespeak), Stunning Fist^B, Truename Training*, Weapon Focus (unarmed strike)
Skills Appraise +2 (+4 stone or metal), Balance +14, Concentration +14, Craft +2 (+4 stone or metal), Jump +17, Knowledge (arcana) +14 (+16 truename research), Truespeak +22, Tumble +14
Possessions combat gear plus *periapt of Wisdom +2, bracers of armor +2, lesser amulet of the silver tongue**
*New item described on page 263

FIENDBINDER

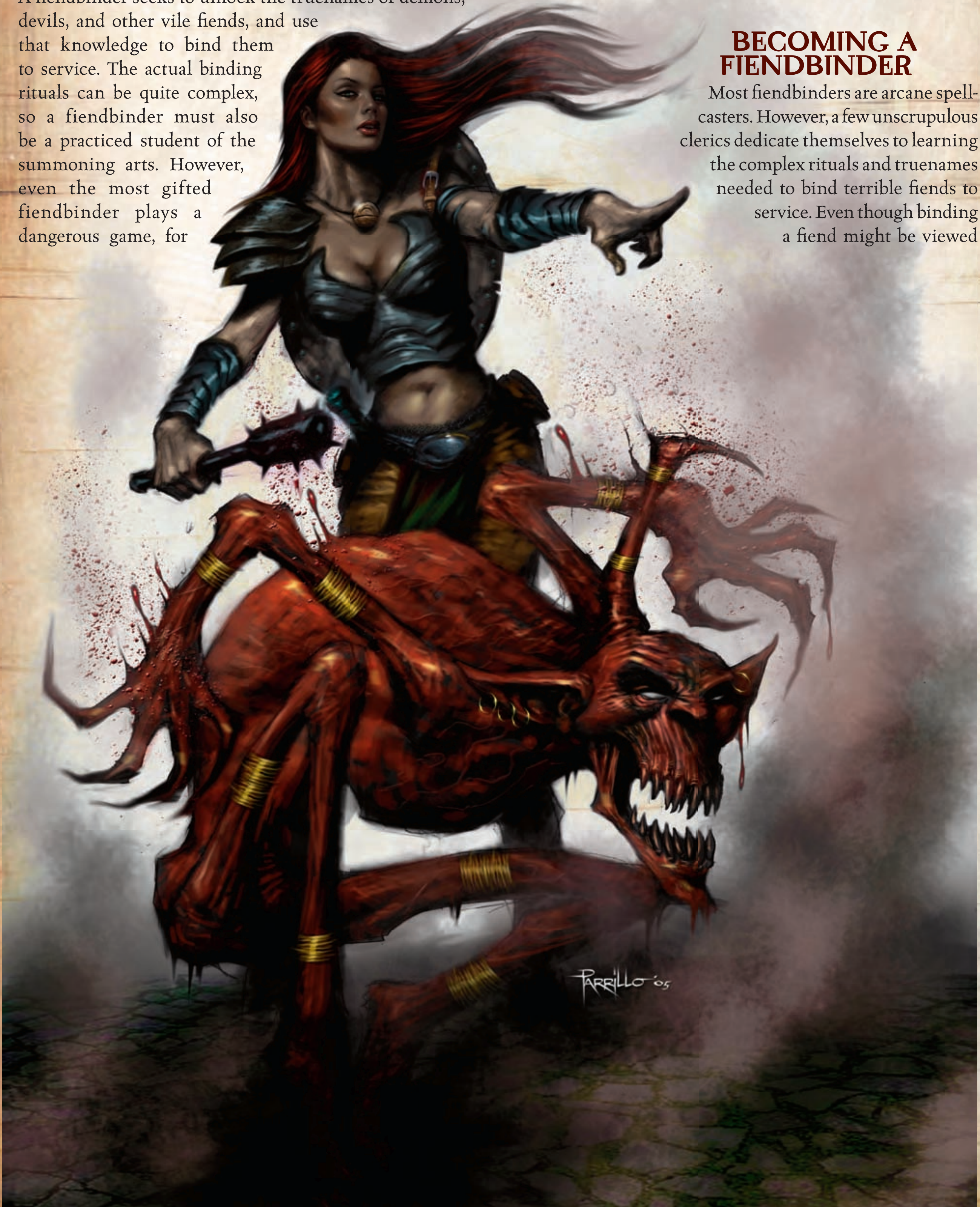
"Forgive the foul language, but my babau demon prefers eviscerations to diplomacy."

—Nivir the fiendbinder

A fiendbinder seeks to unlock the truenames of demons, devils, and other vile fiends, and use that knowledge to bind them to service. The actual binding rituals can be quite complex, so a fiendbinder must also be a practiced student of the summoning arts. However, even the most gifted fiendbinder plays a dangerous game, for though she can enslave the wicked and compel fiends to act in accordance with her wishes, fiends are notoriously willful, disagreeable, and at times outright disobedient. A fiendbinder relies on her truespeaking ability to control her fiendish thrall, all the while knowing that it craves only its freedom and the fiendbinder's blood.

BECOMING A FIENDBINDER

Most fiendbinders are arcane spellcasters. However, a few unscrupulous clerics dedicate themselves to learning the complex rituals and truenames needed to bind terrible fiends to service. Even though binding a fiend might be viewed



Nivir, a human cleric of Fharlanghn and a fiendbinder

Illus. by L. Parrillo

as punishment or torment (certainly that's what the fiend thinks), good-aligned characters can't bring themselves to become fiendbinders and endorse what amounts to slavery.

ENTRY REQUIREMENTS

Alignment: Any nongood
Skills: Knowledge (the planes) 10 ranks, Speak Language (Abyssal), Speak Language (Infernal), Truespeak 10 ranks
Spells: Ability to cast *summon monster IV*

CLASS FEATURES

You can research and learn the truenames of fiends, as well as complex rituals needed to foist your will upon them. As you gain more power and confidence as a fiendbinder, you learn to call forth fiends that are more inclined to heed your commands and, eventually, you will earn their respect.

Spellcasting: At each level except 1st, 5th, and 9th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a fiendbinder, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Bind Fiend (Su): You master the complex rituals needed to bind a fiend whose truename you know. You must pay an amount in gold to cover the cost of the ritual (see Table 3–9), and the ritual takes 8 uninterrupted hours to perform. At the conclusion of the ritual, the fiend appears. The fiend is bound against its will and isn't happy about the service. However, it cannot attack you, even if you attack it. Giving it a command is a standard action that provokes attacks of opportunity, for doing so requires that you correctly utter the fiend's truename. You must make a Truespeak check with a specified DC (see Table 3–9). If the check succeeds, the fiend is compelled to do as you command; if the check fails, the fiend gleefully resists (and might even mock you). A bound fiend performs only one of the commands outlined in Table 3–10 at one time. Issuing a new command (including ordering a bound fiend to attack a different foe) requires another standard action and another Truespeak check. You can give a bound fiend commands other than those found on Table 3–10, but these sample commands will cover most circumstances (and the DM always has the power to veto a potential command).

Unless it is commanded to do otherwise, a bound fiend must remain within 10 feet of you at all times. If a bound fiend moves more than 1 mile from you, it gets an immediate Will save (DC 10 + your fiendbinder level + your Cha modifier) to break the bond. A bound fiend can usually only attain this distance from its master due to a careless command. If it is freed in this manner, it is immediately sent back to the place whence it came. You can free a bound fiend yourself as a free action. Although a newly freed fiend might cry vengeance for the "punishment" you have inflicted upon it, few fiends act on their threats for fear of being bound again. Only by repeatedly binding the same fiend do you run the risk of incurring its wrath once freed (DM's discretion).

You can bind multiple fiends if you have the gold and time to do so. However, you cannot issue the same command to multiple bound fiends. For example, if you bind two vrock demons and want them to attack the same foe, commanding them to attack requires two standard actions (one per vrock).

A bound fiend cannot use its summoning ability. Unlike summoned creatures, bound fiends are truly dead when slain.

If you are killed, any fiend that was bound to you prior to your death stays with your remains for 24 hours. It does not guard whatever is left of your body; it merely remains nearby, tracking the passing time intently to determine if it will be set free. If you are returned to life during that period through a *raise dead* spell or similar effect, the fiend remains bound to your service with no additional cost to you, provided you are still of a sufficient level to retain the fiend's service. If you lose a level as a result of a return to life, and your new level is too low for you to have summoned your servant (see Table 3–9 to determine what level you need to be to bind a particular fiend servant), your servant is immediately freed

TABLE 3–8: THE FIENDBINDER HIT DIE: d6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Bind fiend	—
2nd	+1	+0	+0	+3	—	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	*Call forth fiend*	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	—	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Bind tormented soul	—
6th	+3	+2	+2	+5	—	+1 level of existing spellcasting class
7th	+3	+2	+2	+5		+1 level of existing spellcasting class
8th	+4	+2	+2	+6	—	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Gift of the archfiend, double command	—
10th	+5	+3	+3	+7	Archfiend's favor, *summon fiends*	+1 level of existing spellcasting class

Class Skills (2 + Int modifier per level): Concentration, Craft, Diplomacy, Heal, Knowledge (arcana), Knowledge (history), Knowledge (religion), Knowledge (the planes), Profession, Spellcraft, Truespeak.

from service. Otherwise, if 24 hours pass and you remain dead, the fiend is released from service and sent back to the place whence it came—with your soul in tow—cackling maniacally. At that point, only a *true resurrection* spell can return you to life, but if you are brought back, your fiend comes back with you, still bound to your service and with no additional cost to you.

Table 3–9: Bound Fiends

Fiend	Available at Class Level	Binding Cost	Truespeak DC
Babau demon	1st	2,700 gp	27
Succubus demon	2nd	3,600 gp	29
Hellcat devil	3rd	4,900 gp	29
Vrock demon	4th	6,600 gp	33
Cauchemar nightmare	5th	8,800 gp	37
Retriever demon	6th	11,000 gp	37
Hezrou demon	7th	15,000 gp	37
Barbed devil	8th	20,000 gp	37
Ice devil	9th	26,000 gp	41
Marilith demon	10th	34,000 gp	49

Table 3–10: Truename Commands

Attack a specific foe
Defend me (the fiend attacks the first creature to attack you)
Deliver a message or package and return
Scout and report back
Serve as a steed for 1 hour (cauchemar nightmare only)
Stand watch for 8 hours and raise alarm if needed
Undertake repetitive labor for 1 hour
Use a skill on your behalf
Use a spell-like ability on your behalf

Call Forth Fiend (Sp): Upon reaching 3rd level, you gain the service of a particularly loyal fiend. By uttering its truename, you can call it forth and command it to serve you. Regardless of its alignment, the fiend respects your power and regards you as a powerful ally.

Once per day, as a standard action, you can magically call forth this fiend from the hateful realm where it resides. The fiend can be any of the ones mentioned on Table 3–9 (above). Calling forth the fiend requires a successful Truespeak check (DC 15 + [2 × fiend's CR]), and you must choose the type of fiend you intend to call before you make the check. If the check succeeds, the fiend immediately appears adjacent to you and remains for 1 round per fiendbinder level; it can be dismissed at any time with a free action. The fiend is the same creature each time it is called, though you can release a particular fiend from service. Each time the fiend is called, it appears in full health, regardless of any damage it might have taken previously. Any equipment the fiend acquires gets left behind when it returns to its realm. Calling a fiend is a conjuration (calling) effect.

If the fiend dies, it immediately disappears, leaving behind any equipment it did not bring with it from its native realm. You cannot call forth another fiend using this ability for thirty days or until you gain another fiendbinder level, whichever comes first, even if the fiend is somehow returned from the dead. During this thirty-day period, you take a –2 penalty on Truespeak checks.

Bind Tormented Soul (Su): The Lower Planes house countless tormented souls, for they are the primordial soup from which myriad fiends are born. At 5th level, once per day you can utter the truename of a tormented soul and bind its essence within yourself. Your eyes turn dead black, your complexion pales, and black veins form just under your skin until the tormented soul is released or destroyed. The tormented soul has no alignment or awareness, per se, and cannot be held at bay using *magic circle* spells and similar effects.

Binding a tormented soul is a swift action that provokes attacks of opportunity and requires a DC 30 Truespeak check. If the check succeeds, you harness its suffering and become inured to pain. You can continue to act normally even when disabled (reduced to 0 hit points) or dying (reduced to –1 to –9 hit points). Furthermore, you do not die if you are reduced to –10 hit points or lower. Instead, while you are in this condition, you can take a single move action or standard action each turn (but not both, nor can you take full-round actions); although you can take a move action without further injuring yourself, performing any standard action (or any other action the DM deems as strenuous, including some free actions) deals 1 point of damage to you after the act is completed.

The tormented soul is unstable and destroyed in short order. You can bind it for only 3 rounds. Once the tormented soul is gone, you immediately incur the normal effects for being at 0 hit points or negative hit points (if your hit point total when the soul departs is at 0 or below). In addition, assuming you survive the ordeal, you are fatigued for 1 hour (if you are already fatigued, you are exhausted instead). You can voluntarily release a bound tormented soul as a free action but still endure the effects noted above.

Gift of the Archfiend (Su): Beginning at 9th level, once per day you can demand the attention of a powerful demon prince of the Abyss or infernal archduke of the Nine Hells and, by uttering its truename, convince the archfiend to invest you with a fragment of its might. The archfiend does not appear before you, but you become suffused with a gift of Abyssal or infernal power. Such a gift is usually an archfiend's way of attempting to win your fealty or obedience and should never be misconstrued as a sign of trust or obligation. You must have spent at least one week researching the personal truename of a potential demon prince or archduke of hell, and 1,000 gp (for each name learned). Each use of this ability lasts for 1 minute per class level. Provided you have learned a truename for at least one archduke and one demon prince, you can gain either benefit of this ability—you choose whenever you activate it.

Securing the archfiend's gift is a standard action and requires a DC 35 Truespeak check. If the check succeeds, you gain one of the following benefits from your fiendish benefactor:

Baatezu Traits: If your gift comes from an infernal archduke of the Nine Hells, you gain damage reduction 5/good and silver, darkvision out to 60 feet, immunity to fire and poison, and resistance to acid 10 and cold 10. In addition, you can see perfectly in darkness of any kind (even that created by the *deeper darkness* spell).

Tanar'ri Traits: If your gift comes from a demon prince of the Abyss, you gain damage reduction 5/cold iron and good, darkvision out to 60 feet, immunity to electricity and poison, and resistance to acid 10, cold 10, and fire 10.

Double Command (Ex): At 9th level, you have become more adept at commanding the fiend in your service. You can attempt to give it two commands to be performed in sequence with a single Truespeak check, but doing so increases the Truespeak check DC by 5.

If you have bound multiple fiends, you can now also give up to two fiends a single command (each fiend can be given the same or a different command) as a single standard action.

Archfiend's Favor (Su): At 10th level, you have attained a tremendous amount of knowledge regarding how to deal with fiends. You gain a bonus on Charisma-based skill checks dealing with demons and devils equal to 1/2 your class level (or +5 at 10th level).

Summon Fiends (Sp): Once per day, at 10th level, you can summon either a baatezu legion (1d6 bone devils or 1d4 barbed devils) or tanar'ri horde (1d6 vrocks or 1d4 hezrous) as a full-round action. The fiendish legion or horde appears at the beginning of your next turn. This ability is the equivalent of a 9th-level spell (caster level equals your character level).

PLAYING A FIENDBINDER

You enslave fiends and call upon the power of evil to accomplish your goals. For these reasons, other spellcasters both admire and fear you. They see you barking orders to the most vile creatures the universe can imagine, and they wonder whether you are the corrupt vassal of some evil archfiend, a fearless conjurer of words with the armies of the Lower Planes at your beck and call, or simply a fool. You do not fear that which you can control, and regardless of what you think of fiends personally, they certainly have their uses. But you are no fool: Some fiends simply cannot be controlled, and you are wise to let them be.

The parochial and the uninitiated view you as a threat because of your willingness to truck with fiends, never mind your ability to command them. You often need to conceal your true nature, lest fearful locals decapitate you and reduce your body to ashes for your perceived allegiance to "the dark powers." Dark powers, indeed!

As a fiendbinder, you might belong to any one of a number of secret cabals that summon and bind fiends, not the least among them the Fifth Candle. Members of the Fifth Candle gather in hidden redoubts to practice their conjuration rituals. The cabal takes its name from the pentagrams that its members use during these rituals and the candles placed on the corners of these symbols. Fiendbinders are few in number, and they exercise a great deal of personal freedom. They exchange rituals like recipes, but they are less inclined to share new truenames that they have discovered—they engage in some "name trading," but the names they're willing to share usually belong to the most obnoxious or disgusting fiends.

The fiend you bind becomes your most stalwart companion, for it cannot betray you despite its inherent belligerence. It won't break free of your hold, but to control it you must learn to speak its truename properly. Each new command requires subtle permutations and specific inflections. You can expect the fiend to laugh in your face when you fail and curse you with horrible prognostications of your eventual doom when you succeed—though it serves you as a companion, it is not and never will be your friend.

Demons are particularly temperamental and frequently entertain thoughts of ripping off your face and feasting on your entrails. These tirades, though vulgar and appalling, are usually empty threats. Once a bound demon is released, it quickly becomes distracted by all the other things it hates and seldom rears its ugly head again. Sure, you can try to bind

ROLEPLAYING A FIEND

As a DM, you can view this prestige class as a chance to hone your acting skills behind the screen when a character wants to take levels as a fiendbinder. Each bound fiend should have its own set of personality quirks and oddities of behavior, but they all loathe the situation they find themselves in. Here are some roleplaying behaviors a fiend can exhibit from time to time. As with any quirk, such behavior can lose its charm if overdone, but feel free to have some fun with your player's choice.

- Moan about the circumstances that led to the fiend's truename being recorded by a mortal in the first place.
- Comment on any party member's mistakes or misfortunes. Keep a running list of places where a PC might have chosen a less optimal course of action, and remind that character about his choice at prime moments. The fiend is sure to pay special attention to its master's foibles.
- Mock the fiend's master whenever he fails his Truespeak check to command the fiend.
- When the fiend's master is wounded, make remarks such as, "That looked like it hurt, master" and other patronizing comments.
- Have the fiend describe in gory detail the horror that awaits the master when he dies, the fiend is finally freed, and the master's soul is sucked back to the Abyss or Baator.
- Complain about any traveling arrangements or discomforts, however minor.
- Cackle with glee whenever the fiend destroys any creature (it is a fiend, after all).
- If a demon, the fiend should exult in slaying devils, and vice versa.

the same demon again, but why take a chance? After all, the Abyss holds an infinite number of them.

Devils, by contrast, are far more subtle and condescending. They will remind you how dangerous binding can be, tell you stories about binding rituals that went horribly awry, and slyly convince you to give them specific orders that serve some secret, personal agenda. When you fail to speak their truenames perfectly, they belittle and mock you. They compare you unfavorably to other, more successful fiendbinders. Some devils don't mind being bound more than once if they think they can somehow corrupt you in the process. However, be careful: They are consummate liars and can hold a grudge for a long time.

Beyond demons and devils, fiends are a truly mixed bag, but they do share some common traits: They are universally evil and reprehensible. If you're evil yourself, you and your fiendish thrall might enjoy exploring some new depths of depravity together. Otherwise, you should exercise caution when trading words with bound fiends. In fact, you're probably better off keeping the relationship as simple as possible. Give them an inch, and they will feast on your soul.

COMBAT

Some bound fiends have spell-like abilities that might benefit you or other members of the adventuring party, such as an ice devil's *fly* ability or a marilith's *align weapon* ability. Try to use these before entering the field of battle.

Fiendbinders, like sorcerers and wizards, prefer to do their damage from afar. That means sending your fiendish minions into battle while you take cover, position yourself within easy reach of the party cleric, and bark commands. If your bound fiend dies, you need to spend gold to replace it, so be ready to command it to teleport to the party cleric if it's in imminent danger of dying.

Some of your higher-level abilities, such as bind tormented soul and gift of the archfiend, greatly improve your chances of survival in the heat of battle, perhaps giving you the courage to wade into the fray and deliver some touch attacks or use other close-range spells or abilities. Canny foes will try to take you out of the fight early, knowing that your bound fiend will likely cease to participate in the battle as soon as you die. Situations when you become the focus of your enemies' wrath are when your bind tormented soul ability truly comes in handy.

ADVANCEMENT

To become a fiendbinder, you need to master the *summon monster IV* spell and relinquish any misgivings you might have about enslaving fiends to do your bidding.

Secret organizations such as the Fifth Candle have modest libraries that can make researching truenames and rituals easier, but most fiendbinder cabals are too small (1d4+2 members) to warrant a structured hierarchy. You won't find many trustworthy mentors to guide you, and most fiendbinders explore their craft in relative isolation.

You will want to take multiple levels in this class to gain more powerful fiend servants, as well as draw power from archfiends whose truenames you can speak with confidence. You will also want to improve your Truespeak skill as much as possible. The Truename Training feat and Skill Focus (Truespeak) are invaluable for this purpose. Obscure Personal Truename can also be handy if you repeatedly summon a particular fiend that swears revenge against you.

RESOURCES

Cabals such as the Fifth Candle generally leave fiendbinders to pursue their own goals without providing significant assistance. Such organizations might sponsor expeditions to dungeons and ruins formerly overrun with demon or devil worshipers in the hopes of uncovering fragments of ancient lore, codices of binding rituals, or truenames lost to the ages. If you can convince members of a cabal that such a dungeon or ruin is worth exploring, they might cover part of the cost of your latest binding ritual or teach you the truename of a fairly compliant fiend. They might also let you use their modest library to research truenames on your own.

Should you incur the wrath of a powerful fiend, you probably won't get much support or sympathy from your fellow cabal members. Fiendbinders must understand the nature of their power and learn to deal with the consequences on their own.

FIENDBINDERS IN THE WORLD

"Those who command fiends are fiends."

—Sir Taron Jellikor, Knight of the Sacred Sword

Not all fiendbinders are evil, but they must learn to negotiate with evil in a way that few good-aligned characters can abide or truly understand. A fiendbinder and her enslaved fiend might not be welcome additions to every party of adventurers, but a group composed of neutral characters might learn to value a fiend's combat abilities.

DAILY LIFE

You keep strange company, and consequently you should expect to be greeted with suspicion, resentment, or panic wherever you go—particularly if you have a retriever demon dogging your heels. If you live in a civilized area, you must find clever ways to hide or disguise your boon companion so that you can conduct your daily affairs with few unwanted distractions, brutal stonings, or merciless eviscerations. You would be wise to seek good company—perhaps join a small group of like-minded adventurers willing to entertain your predilection for truenames and complex rituals. Your typical day isn't much different from what it was before you became a fiendbinder, except that you must periodically devote 8 hours to performing a binding ritual.

Your bound fiend does not require food, drink, or sleep, but it stays in fairly close proximity to you most of the time and demands most of your attention throughout the day. Even the relatively quiet ones have their disgusting habits—incessant drooling, gnashing of teeth, or slurping, for example. As a fiendbinder, you must learn to live with the worst of them.

NOTABLES

Dzaktran the Fiendslaver is a recent "poster boy" for evil fiendbinders. He aspires to win the favor of Grazz't and has dedicated his life to gathering lost relics for the demon prince. Dzaktran has been seen in the company of various fiends over the past several months—a babau, a succubus, and most recently a hellcat—and the Church of St. Cuthbert has placed a 5,000 gp bounty on the fiendbinder's head. The bounty comes as a surprise to many, but Dzaktran recently attacked a temple of St. Cuthbert in a brazen attempt to steal an evil relic locked away in its vaults. The attack failed, but the clerics of St. Cuthbert aren't eager to face him or his demonic minions again soon.

On the other hand, Argath Snowbeard is a dwarf fiendbinder whose intentions seem somewhat more benign. Argath and his bound ice devil recently "inherited" a stone tower just outside the small mining town of Silverlode. The tower's previous denizen—a reclusive and cantankerous wizard known only as Firestar—slipped and fell on the ice devil's spear (or so Argath claims). For reasons he doesn't care to explain, Argath has taken to slaughtering evil monsters in the nearby hills and keeping the townsfolk safe from harm. The locals ensure that the dwarf remains well fed and don't ask too many questions, and Argath does his utmost to keep the ice devil out of sight.

ORGANIZATION

With over a dozen members, the Fifth Candle represents an atypically large cabal of fiendbinders. Its members are scattered across the realm, and rarely will you see more than five in any given place at the same time. Most of them are practiced truenamers with 1d6 levels of fiendbinder; one or two might have started their adventuring careers as clerics or wizards before gravitating toward the study of truenames. Members can leave the Fifth Candle at any time, although few are inclined to. The cabal welcomes members of any alignment (with the caveat that good characters cannot be fiendbinders), and members are required to endure each other's worst habits.

Members of the Fifth Candle seldom use their own real names. Currently, the most powerful member of the Fifth Candle is a gaunt fellow with strawlike hair known as Callow (LE male human conjurer 7/fiendbinder 6). Callow's real name is Avastor Kastiranti. Callow collects books about the Nine Hells and fancies himself a scion of Asmodeus, but he mostly keeps to himself. He also publishes a monthly paper called The Fifth Candle, which he distributes to other cabal members as well as a few select wizards with whom he conducts business. The paper contains rambling dissertations on the politics of the Nine Hells and illuminating facts about its various archdukes and vassals.

No member of the Fifth Candle holds sway over any other, but Callow likes to tyrannically govern meetings whenever they occur. His greatest rival is a brusque woman with raven-black hair known as Saragwah (NE female human wizard 7/truenamer 3/fiendbinder 3). For a while, Saragwah (real name Morgan Taravello) enjoyed a particularly friendly relationship with a succubus companion named Lurya, but they recently had a falling out. Now she parades around with a hellcat that likes to hide in the light.

NPC REACTIONS

Most people share a dim view of fiendbinders. If you travel in the company of fiends, you can expect to meet people with unfriendly attitudes. Most folk aren't likely to threaten you with violence while your ice devil or marilith stands nearby, but the city watch might demand that you leave the city at once and never return. If you're not careful, you might find yourself looking down the greatsword of a righteous paladin who has no patience for your craft.

In some ways, your greatest enemies are the unwilling fiends you bind to service. They hate and fear you, and if you're not careful, they might share information with your enemies or do things that just plain annoy you. ("See that scrawny man in the black robe hiding behind the cleric over there? He commanded me to attack you, but if you kill him quickly, I'll think twice about feasting on your entrails.") Bound fiends have an unfriendly or hostile attitude toward you initially, but they can be swayed; however, Diplomacy checks made to improve their attitude are made with a –5 penalty, and a bound fiend that becomes indifferent, friendly, or helpful might not stay that way for long.

FIENDBINDER LORE

Characters with ranks Knowledge (arcana), Knowledge (local), or Knowledge (the planes), or who have the bardic knowledge ability, can research fiendbinders to learn more about them. When a character makes a check, read or paraphrase the following, including the information from lower DCs.

DC 10: Fiendbinders study the truenames of fiends and use that knowledge to bind them to service. The binding rituals can be quite expensive, depending on the fiend summoned.

DC 15: A bound fiend might serve a fiendbinder for years, and only the fiendbinder can release it from service. Killing the fiendbinder can also release the fiend from service.

DC 20: By invoking the truename of a demon prince or archduke, a truly powerful fiendbinder can gain some of that archfiend's power.

DC 30: The largest cabal of fiendbinders is known as the Fifth Candle. Its members, though scattered and relatively few in number, command many powerful fiends.

Locating a fiendbinder cabal requires a DC 40 Gather Information check. Success leads to a known member of the cabal or the cabal's secret gathering place (DM's discretion).

FIENDBINDERS IN THE GAME

Incorporating fiendbinders into your campaign should be effortless. Fiendbinders harness evil for their own ends, 'tis true, but their reasons for binding fiends are not necessarily malevolent. Most bound fiends view forced servitude as a form of torment or punishment, and some good-aligned characters can live with that, particularly once the fiendbinder reassures them that the fiend cannot break free.

A player character fiendbinder isn't much different from a cleric with a planar ally. Yes, fiends make unpleasant traveling companions, what with their endless cursing, chiding, and complaining. However, with fiend in tow, a fiendbinder can chase the party's various altruistic or selfish goals and sic the fiend on evil creatures that stand in their way. The chaotic good wizard who whined about the succubus coming on to him might get over it after she charms a few monsters and plants a few wet kisses on a villain standing in the party's way.

ADAPTATION

The DM should feel free to drop the "nongood" alignment requirement of the prestige class if it suits her campaign, particularly if she intends to create a cabal of good-aligned fiendbinders that deliberately enslaves fiends and uses them to fight other evils of the world.

A DM might add more fiends to Table 3–9. In general, a character can bind any fiend with a CR equal to his character level minus 2. For example, a 7th-level truenamer/1st-level fiendbinder can bind any fiend of CR 6 or less. However, some fiends that fit this basic prerequisite should not be included without careful consideration. Huge fiends and fiends with situational abilities (such as the chain devil, with its dancing chains ability) can make the bind fiend ability seem unbalanced, in which case the DM might want to change the formula (character level minus 3) or make a fiend easier or more difficult to control (by increasing or decreasing the DC for the Truespeak checks by 2).

SAMPLE ENCOUNTER

The fiendbinder described below would make a fine nemesis for a party of good-aligned heroes or a tenuous colleague for a morally or ethically challenged adventuring party.

EL 8: Nivir recently had a revelation—namely, she prefers the company of fiends to that of most people. Not surprisingly, this confused cleric of Fharlanghn has a few issues to work through. In the past year alone, she has joined forces with five different adventuring parties, scouring dungeons for riches and looking for something, although she's not sure what. Although she can be charming when things go her way, she eventually grows impatient and frustrated with her companions and storms off in a huff. Now she has a babau demon thrall to remind her how distasteful people are, and amazingly, she agrees with it most of the time.

NIVIR CR 8

Female human cleric 7/fiendbinder 1
CN Medium humanoid
Init –1; **Senses** Listen +3, Spot +3
Languages Common

AC 22, touch 11, flat-footed 22
hp 55 (8 HD)
Fort +9, **Ref** +1, **Will** +10

Speed 20 ft. (4 squares)
Melee *+1 heavy mace* +7 melee (1d8+2)
Ranged mwk light crossbow +5 ranged (1d8/19–20)
Base Atk +5; **Grp** +6
Atk Options Luck domain granted power (good fortune; reroll 1/day)
Special Actions command babau (DC 29 Truespeak check), turn undead 4/day (+1, 2d6+8, 7th)
Combat Gear 2 *potions of owl's wisdom, wand of cure light wounds*
Cleric Spells Prepared (CL 7th):
4th—*chaos hammer*^{D} (DC 17, CL 8th), *greater magic weapon**
3rd—*magic circle against law*^{D} (CL 8th), *dispel magic, searing light* (+4 ranged touch), *protection from energy*
2nd—*aid*^{D}, *bear's endurance, hold person* (DC 16), *lesser restoration, sound burst* (DC 16)
1st—*bless, detect evil, divine favor, magic weapon, protection from law*^{D} (CL 8th), *shield of faith*†
0—*detect magic* (3), *guidance, light* (2)
D: Domain spell. Deity: Fharlanghn. *Domains:* Chaos, Luck.
†Already cast
Abilities Str 12, Dex 8, Con 14, Int 10, Wis 17, Cha 13

SQ bind fiend
Feats Combat Casting, Great Fortitude, Skill Focus (Truespeak), Truespeak Training*
*New feat described on page 229
Skills Concentration +13 (+17 casting defensively), Spellcraft +11, Truespeak +19
Possessions combat gear plus *+1 full plate*, masterwork heavy steel shield, masterwork heavy mace, masterwork light crossbow with 10 bolts, *lesser amulet of the silver tongue**, 123 gp in pouch
*New item described on page 263

VARRK CR 6

Babau (demon)
CE Medium outsider (chaotic, extraplanar, evil, tanar'ri)
Init +1; **Senses** darkvision 60 ft.; Listen +19, Spot +1
Languages Abyssal, Common, Ignan; telepathy 100 ft.

AC 19, touch 11, flat-footed 18
hp 66 (7 HD); **DR** 10/cold iron or good
Immune electricity, poison
Resist acid 10, cold 10, fire 10; **SR** 14
Fort +10, **Ref** +6, **Will** +6

Speed 30 ft. (6 squares)
Melee 2 claws +12 melee (1d6+5) and bite +10 melee (1d6+2)
Base Atk +7; **Grp** +12
Atk Options Cleave, Power Attack, sneak attack +2d6
Combat Gear *potion of owl's wisdom, wand of cure light wounds*

Spell-Like Abilities (CL 7th):
At will—*darkness, dispel magic, see invisibility, greater teleport* (self plus 50 pounds of objects only)

Abilities Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16
Feats Cleave, Multiattack, Power Attack
SQ protective slime
Skills Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks), Use Rope +1 (+3 with bindings)

Protective Slime (Ex) Any weapon that touches a babau's slimy red skin takes 1d8 points of acid damage (the weapon's hardness does not reduce this damage). A magic weapon can attempt a DC 18 Reflex save to avoid taking this damage. A creature that strikes a babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate it with a DC 18 Reflex save. The save DCs are Constitution-based.

TRUENAME FEATS

The following feats are of interest to characters who employ truenames, whether they're truenamers, spellcasters who cast truename spells, or members of prestige classes that use truenames to activate their class features.

EMPOWER UTTERANCE

Your utterances have more powerful effects.

Prerequisites: Truespeak 9 ranks, ability to speak utterances.

Benefit: If the utterance is successful, all the variable, numeric effects of the utterance are increased by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered utterance has a Truespeak DC 10 higher than normal.

TABLE 3–11: TRUENAME FEATS

General Feats	Prerequisite	Benefit
Empower Utterance	Truespeak 9 ranks, ability to speak utterances	You can deliver more powerful utterances
Enlarge Utterance	Truespeak 6 ranks, ability to speak utterances	You can use utterances at greater range
Extend Utterance	Truespeak 6 ranks, ability to speak utterances	One of your utterances lasts twice as long
Focused Lexicon	Truespeak 6 ranks, ability to speak utterances	Your utterances are more effective against one creature type
Obscure Personal Truename	—	Your personal truename is hard to pronounce and difficult to uncover through research
Personal Truename Backlash	Obscure Personal Truename, 15 HD	Those who fail to say your personal truename might take damage
Quicken Utterance	Truespeak 12 ranks, ability to speak utterances	You can deliver an utterance as a swift action
Truename Rebuttal	Ability to speak utterances	+4 bonus on attempts to counter or dispel utterances
Truename Research	Truespeak 9 ranks	+2 bonus on Knowledge checks to uncover a personal truename
Truename Training	—	Truespeak is always a class skill for you
Minor Utterance of the Evolving Mind	Truespeak 6 ranks	Learn one 1st-level utterance
Utterance of the Evolving Mind	Truespeak 9 ranks, know at least two utterances	Learn one 2nd-level utterance
Utterance of the Crafted Tool	Truespeak 12 ranks, know at least three utterances	Learn one 1st-level utterance from the Lexicon of the Crafted Tool
Utterance of the Perfected Map	Truespeak 15 ranks, know at least four utterances	Learn one 1st-level utterance from the Lexicon of the Perfected Map
Utterance Focus	Ability to speak utterances	+1 bonus on save DCs against specific utterance

Recitation Feats	Prerequisite	Benefit
Recitation of the Fortified State	Truespeak 6 ranks, ability to speak utterances, must know your own personal truename	Gain a natural armor bonus while using the total defense action
Recitation of the Meditative State	Truespeak 6 ranks, ability to speak utterances, must know your own personal truename	Resist fear, rage, and similar effects
Recitation of the Mindful State	Truespeak 6 ranks, ability to speak utterances, must know your own personal truename	Gain a bonus on specific skill checks
Recitation of the Sanguine State	Truespeak 6 ranks, ability to speak utterances, must know your own personal truename	Free your body of poison
Recitation of the Vital State	Truespeak 6 ranks, ability to speak utterances, must know your own personal truename	Rid yourself of disease

ENLARGE UTTERANCE

You can project the power of an utterance to a greater distance.

Prerequisites: Truespeak 6 ranks, ability to speak utterances.

Benefit: If the utterance is successful, you can increase its range by 100%. For most utterances, this means the range becomes 120 feet. This feat has no effect on utterances with a range of touch. An enlarged utterance has a Truespeak DC 5 higher than normal.

> *"Chenashthri-tenshalemqui'joghenetal!"*
>
> —Reversed utterance of *eldritch attraction*, delivered by Gor'unnalh to push rivals off the Shrieking Cliffs

EXTEND UTTERANCE

Your utterances have a more lasting effect on the universe.

Prerequisites: Truespeak 6 ranks, ability to speak utterances.

Benefit: An extended utterance lasts twice as long as normal. An utterance with a duration of concentration or instantaneous is not affected by this feat. An extended utterance has a Truespeak DC 5 higher than normal.

FOCUSED LEXICON

Your utterances have greater effect against a certain type of creature.

Prerequisites: Truespeak 6 ranks, ability to speak utterances.

Benefit: When you take this feat, choose a creature type (such as aberrations or monstrous humanoids). The DCs of your utterances are increased by 1 whenever you use them against creatures of the chosen type.

Special: You can take this feat more than once. Its effects do not stack. Each time you take this feat, it applies to a new creature type.

MINOR UTTERANCE OF THE EVOLVING MIND

Your mastery of Truespeech has led you to the understanding necessary to perform a simple utterance from the Lexicon of the Evolving Mind.

Prerequisites: Truespeak 6 ranks.

Benefit: You learn one 1st-level utterance from the Lexicon of the Evolving Mind.

Special: You can take this feat more than once.

OBSCURE PERSONAL TRUENAME

Truenames are notoriously difficult to pronounce, but yours is harder than most.

Benefit: The DC to speak your personal truename increases by 4 (this stacks with the +2 bonus that normally applies to a DC to speak a personal truename). Your normal truename—the one a truenamer would use if he didn't know your personal truename—is unaffected by this feat. In addition, those attempting to research your personal truename find doing so much more difficult. The DC of any check made to research your personal truename increases by 4.

Normal: The Truespeak DC to say a personal truename is 15 + (2 × CR) + 2.

PERSONAL TRUENAME BACKLASH

Your personal truename is so charged with magic power that those who fail to speak it properly are warped by reality run amok.

Prerequisites: Obscure Personal Truename, 15 Hit Dice.

Benefit: Whenever a creature fails by 5 points or more in an attempt to speak your personal truename, it immediately takes 1d6 points of damage for every Hit Die you have.

Normal: The consequence for failing a Truespeak check to say someone's personal truename is that the utterance, truename spell, or other ability fails as well.

TRUENAME REBUTTAL

You are particularly good at negating other truenamers' power with well-chosen truenames.

Prerequisite: Ability to speak utterances.

Benefit: You gain a +4 bonus on Truespeak checks made to counter or dispel the utterances of other truespeakers.

Normal: Countering and dispelling attempts use opposed Truespeak checks between the original truenamer and the one trying to end the utterance.

TRUENAME RESEARCH

You have a knack for uncovering the personal truenames of friends and foes alike through study and investigation.

Prerequisite: Truespeak 9 ranks.

Benefit: You gain a +2 bonus on Knowledge checks made to discover a creature's personal truename (as described in Truename Research, page 196). In addition, the cost to research a personal truename is reduced by half.

TRUENAME TRAINING

Unlike most of your peers, you have discovered the secret power of truenames.

Benefit: The Truespeak skill is considered a class skill for you, no matter what class you actually choose. If you purchased ranks in Truespeak as a cross-class skill, you immediately gain additional ranks in Truespeak as if it had always been a class skill for you.

Normal: The Truespeak skill is a class skill only for truenamers.

A logokron devil suffers the consequences of researching a foe who has Personal Truename Backlash

Illus. by J. Thomas

UTTERANCE OF THE EVOLVING MIND

Your further mastery of Truespeech allows you to wield its power more effectively against creatures.

Prerequisites: Truespeak 9 ranks, ability to speak two utterances.

Benefit: You learn one 2nd-level utterance from the Lexicon of the Evolving Mind.

Special: You can take this feat more than once.

UTTERANCE OF THE CRAFTED TOOL

As you strive for ever more mastery of Truespeech, you gain more power over the universe around you. You can now use the power of Truespeech to affect objects.

Prerequisites: Truespeak 12 ranks, Truename Training, ability to speak three utterances.

Benefit: You learn one 1st-level utterance from the Lexicon of the Crafted Tool.

Special: You can take this feat more than once.

UTTERANCE OF THE PERFECTED MAP

The power of the Truespeech can alter the state of reality itself. Reaching toward this great power, you have mastered an utterance from the Lexicon of the Perfected Map.

Prerequisites: Truespeak 15 ranks, Truename Training, ability to speak four utterances.

Benefit: You learn one 1st-level utterance from the Lexicon of the Perfected Map.

Special: You can take this feat more than once.

"Oveshanakkur'hadachtreo-menuchta'shebbor!"

—Utterance of *shield of the landscape,*
delivered by Captain Rhee-lavna before her
soldiers seized Kranatt Pass

UTTERANCE FOCUS

You have a particular utterance you favor above others, and your enemies are less able to resist the power of your words.

Prerequisite: Ability to speak utterances.

Benefit: Add 1 to the Difficulty Class for all saving throws against a specific utterance you know (such as the *eldritch attraction* utterance). This benefit also applies to the reverse of your favored utterance, if applicable.

Normal: The DC to resist your utterances is usually 10 + 1/2 truenamer level + Cha modifier.

Special: You can gain this feat multiple times. Its effect do not stack. Each time you take the feat, it applies to a new utterance.

QUICKEN UTTERANCE

You can speak an utterance with just a moment's thought.

Prerequisites: Truespeak 12 ranks, ability to speak utterances.

Benefit: Speaking a quickened utterance is a swift action. You can perform another action, even speaking another utterance, in the same round as you speak a quickened utterance. A quickened utterance has a Truespeak DC 20 higher than normal.

> *"Fyurach-trensellete'am-bauraotho!"*
>
> —Utterance of *incarnation of angels,* which Glanaghria of the Eye had tattooed on herself in a failed attempt to make its effects permanent

RECITATIONS

Recitations are special feats that allow you to affect yourself with the power of truenames. You must know your own personal truename to use these feats, and you're aware that it uniquely identifies and defines you. By repeating your own truename with a particular inflection, you can redefine yourself in some way.

Most recitations remove harmful changes to you; in a sense you're reminding the universe of how you're "supposed" to be. A few augment you temporarily; you speak your personal truename and add a little "extra."

All recitations are full-round actions that provoke attacks of opportunity. They require Truespeak checks because you must correctly speak your own personal truename. The DC for the Truespeak check is 15 + (2 × your HD) + 2, once you increase the DC by 2 for speaking a personal truename. Because it's your own personal truename, you get a +4 competence bonus on your Truespeak check.

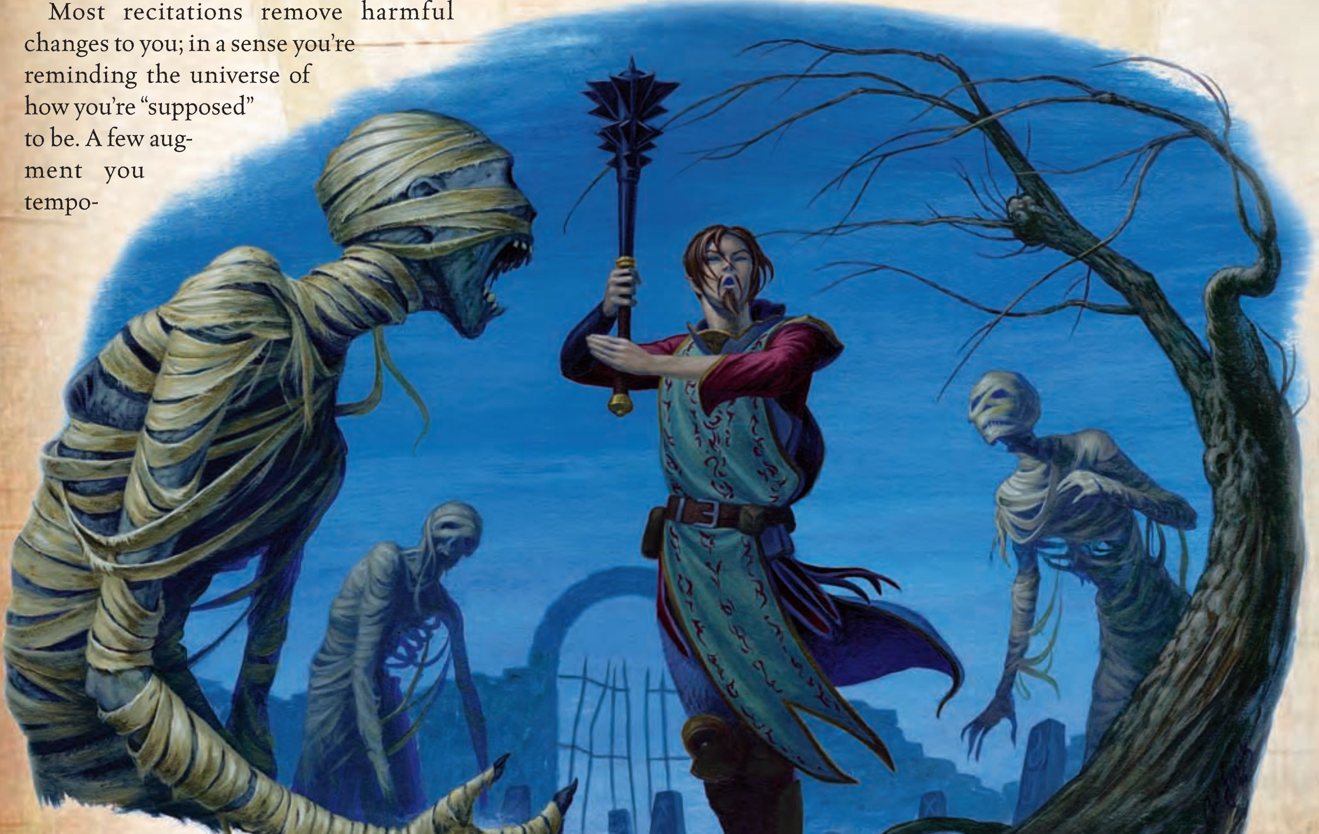
To learn a recitation, you must take the appropriate feat. Truenamers gain a bonus recitation feat at 8th level and again at 15th level.

RECITATION OF THE FORTIFIED STATE

This recitation allows you to stand unyielding against the blows of your enemies.

Prerequisites: Truespeak 9 ranks, ability to speak utterances, must know your own personal truename.

Benefit: You gain a natural armor bonus equal to one-third your truenamer level. The bonus lasts at least until the beginning of your next turn, and you can extend it for 1 round by taking the total defense action. You can continue taking the total defense action, and gaining the bonus, for up to 1 minute, after which time the effects of the recitation fade unless you repeat the recitation.



Illus. by C. Frank

Recitation of Meditative State allows a truenamer to ignore the mummies' fear aura

RECITATION OF MEDITATIVE STATE

This recitation gives you an unparalleled sense of serene calm.

Prerequisites: Truespeak 9 ranks, ability to speak utterances, must know your own personal truename.

Benefit: Successfully making the recitation dispels any fear, rage, despair, or other emotion-based effects on you. If you're frightened or panicked, this recitation won't help you because you won't be able to take the full-round action required to make the recitation. But if you're merely shaken, you can return to an unafraid state.

> *"Reelaka'pothrenekka'endrieakau!"*
>
> —Utterance of *mystic rampart*, a debased form of which became a rallying cry for the Wintervein dwarf clan

RECITATION OF MINDFUL STATE

This recitation narrows and focuses your perception so you can concentrate on a delicate task at hand.

Prerequisites: Truespeak 6 ranks, ability to speak utterances, must know your own personal truename.

Benefit: You gain a competence bonus equal to one-third your truenamer level on your next skill check using one of the following skills: Craft, Disable Device, Forgery, Open Lock, or Sleight of Hand.

RECITATION OF THE SANGUINE STATE

This recitation purges all poisons from your body.

Prerequisites: Truespeak 9 ranks, ability to speak utterances, must know your own personal truename.

Benefit: If you succeed on your Truespeak check, your body is purged of all poisons, as if a *neutralize poison* spell had been cast on you.

RECITATION OF VITAL STATE

This recitation frees your body of disease and sickness.

Prerequisites: Truespeak 6 ranks, ability to speak utterances, must know your own personal truename.

Benefit: You are rendered free of disease, whether the sickness has an ordinary or a supernatural origin. Both active and incubating diseases are affected.

UTTERANCES

An utterance is a combination of words in Truespeech that describe a creature, place, or object to be affected and the desired effect (such as "control speed" or "wreathe in fire"). By putting these truenames together in exacting fashion, you create a rudimentary sentence in the true language of the universe—an utterance. As a truenamer, you do not know the truename for every creature and object in the world, but you can describe them in the language of Truespeech. To do so is to speak an utterance. When you speak an utterance properly, reality reshapes itself to conform to the power of your words.

You learn utterances as you progress in level, starting with the simplest creature-oriented utterances and progressing to more powerful and more diverse utterances. Utterances are divided into three lexicons, or groups of related words. As a truenamer, you learn many words in the Truespeech but only a few practiced phrases that you can turn into true utterances that carry the full power of Truespeech—and that power can change reality itself. Utterances can be described as follows.

SPEAKING AN UTTERANCE

To speak an utterance, you must speak in a clear voice as loud as a spellcaster. Each utterance is a spell-like ability that requires a successful Truespeak check. But because the language of truenames requires such precision of pronunciation and timing, an utterance takes a standard action to perform and provokes attacks of opportunity from threatening enemies.

Utterances are spell-like abilities with verbal components (unlike other spell-like abilities, which have no components) that require a successful Truespeak check; the DC for the check is equal to 15 + (2 × target creature's CR). Your effective caster level for your utterances is equal to your truenamer level.

UTTER DEFENSIVELY

If you're worried about attacks of opportunity, you can "utter defensively" by accepting a –5 penalty on your Truespeak check for each foe who could hit you. In exchange, the utterance no longer provokes attacks of opportunity.

SPELL RESISTANCE

Spell resistance applies to your utterances, so you must succeed on a caster level check to overcome the spell resistance of creatures you speak utterances on. Because your utterances are spell-like abilities, the Spell Penetration and Greater Spell Penetration feats make those caster level checks easier, just as they do for spellcasters. When you deliver an utterance, it has an effective caster level equal to your truenamer level. In addition, when speaking an utterance, you can voluntarily increase the DC of a Truespeak check by 5 to automatically overcome a target's spell resistance.

PERSONAL TRUENAME

Creatures with an Intelligence score of 3 or higher have personal truenames, which you can discover through research (described in Truename Research, page 196). Personal truenames are more complex than more general truenames, but knowing one gives you an advantage when facing that creature. If you know a creature's personal truename, the save DC of your utterances used against that creature increase by 2, and you gain a +2 bonus on caster level checks to overcome that creature's spell resistance with your utterances. Speaking a personal truename is more difficult, however, and the DC of a Truespeak check that incorporates a personal truename increases by 2.

All truenamers learn their own personal truenames as part of their education. You have an instinctive understanding of your own personal truename and a sense of how it should be pronounced. But it's not automatic, even for you. You gain a +4 circumstance bonus on Truespeak checks to affect yourself with truename magic.

THE UNIVERSE KEEPS TRACK OF YOU

When you deliver an utterance, you're dealing with the cosmos itself and reshaping reality. If a target changes its creature type with a spell such as *polymorph*, its personal truename doesn't change, although the truename you would use in a less specific utterance might. *Shapechange*, wild shape, disguise, *resurrection*, *reincarnation*—none of these change a personal truename. Only the *ritual of renaming* (described in the Truename Spells section of this chapter) can change a personal truename.

TARGET

With the exception of utterances that use the Lexicon of the Perfected Map, all utterances target a single creature or object. Because the language of truenames is both exacting and specific, the same truename doesn't necessarily apply to all four orcs charging at you. You must be able to see your target (or at least perceive it in some other way that gets you as much information as sight). But your target doesn't need to hear the truename. You aren't speaking to the target, after all. You're using truenames to speak to the cosmos about the target.

THE UNIVERSE HEARS JUST FINE

Because no creature needs to hear you speak the truename, a *silence* spell won't automatically stop your utterances. It is more difficult to speak a truename properly when you don't have the feedback of hearing your own voice. You have a 20% chance of a given utterance failing when you deliver it from within the area of a *silence* spell, no matter how high your Truespeak check result.

For utterances that use the Lexicon of the Perfected Map, you must be able to see the center of the area you're truenaming. You can't truename a dungeon chamber that's on the other side of a closed door, but you can truename the room once you open the door, even if you can't see the entire room from the outside.

RANGE

Unless otherwise specified, utterances work at a range of 60 feet.

DURATION

Utterances have short durations. Your use of truenames reorders the universe as you direct, to be sure, but the universe quickly reestablishes some semblance of the status quo.

When you deliver an utterance, you're remaking reality itself. Whether the "default reality" returns quickly or slowly, it does so at its own pace. Once you've delivered an utterance, it will run its full course; utterances aren't dismissable.

EFFECTIVE SPELL LEVEL

The effective level of an utterance is equal to its utterance level for the purpose of Concentration checks, as well as interactions with other spells and abilities, such as *globe of invulnerability*. However, you can increase the effective spell level of an utterance by increasing the DC of your Truespeak check. For every spell level you increase the utterance by, increase the DC of your Truespeak check by 4.

THE LAWS

All utterances obey a pair of important universal laws that govern Truespeech. In fact, one of these laws—the Law of Resistance—is so pervasive that even uses of Truespeech not involved in speaking utterances must frequently obey it. Many Truespeak-based abilities in this chapter, especially some prestige class abilities, follow the strictures of this law.

THE LAW OF RESISTANCE

The first time you speak a particular utterance, you calculate the DC as described under Speaking a Truename on page 232. However, the universe tends to resist being manipulated with Truespeak repeatedly in a short period of time, so each time you successfully speak the same utterance in a day, the DC of your Truespeak check for that utterance increases by 2. If you fail a Truespeak check, however, the DC does not increase on your next attempt of that utterance.

THE LAW OF SEQUENCE

All utterances obey the Law of Sequence. If you speak an utterance with an ongoing duration, you can't speak that utterance again until the duration of that utterance ends. It's okay to use a different utterance while the first is still active, however. It's also okay to use a higher-level version of an utterance while a lower-level version is active, or vice versa, because these constitute different utterances. The reverse of an utterance is treated as the same utterance for the purpose of the Law of Sequence.

For example, you could speak a 2nd-level *lesser word of nurturing* utterance on one ally, then target another ally with a 1st-level *minor word of nurturing* utterance. But you could not use the 2nd-level *lesser word of nurturing* utterance on an ally, and while it was still in effect, target an ally with the same utterance or an enemy with the reverse of that utterance.

COUNTERSPEAKING AND DISPELLING

Utterance effects with ongoing durations can be dispelled normally using *dispel magic*. They can also be countered by counterspeaking, which works similarly to countering a spell.

COUNTERSPEAKING

To counterspeak an utterance, you must select an opponent as the target of the counterspeaking and ready an action to counterspeak. When your opponent begins to speak an utterance, you can attempt a Truespeak check (DC equal to the DC of the utterance being spoken) to identify it. If you also know the utterance, you can then attempt a second Truespeak check in an effort to counter the utterance. If your check result is higher than your opponent's, you negate the utterance with no other results.

DISPELLING

To dispel an ongoing utterance, you must successfully speak the same utterance on the same target as the original utterance. If your Truespeak check result is higher than the original truenamer's check result, the utterance is dispelled as if its duration had expired. In cases where the Truespeak check for the original utterance is unknown, assume that it's 11 + the truenamer's Truespeak bonus.

LEXICONS

Utterances fall into three distinct categories, called lexicons. Each lexicon consists of a collection of words that deals with creatures, items, or places.

The Lexicon of the Evolving Mind, the cornerstone of a truenamer's power, allows him to alter creatures he encounters in substantial ways. The Lexicon of the Crafted Tool does the same for items, and the Lexicon of the Perfected Map allows a truenamer to impact places he encounters.

The latter two lexicons are more difficult to learn, so a truenamer never learns as many utterances from those lexicons as he does from the Lexicon of the Evolving Mind. Truenamers aren't entirely sure why this is, but one theory holds that Truespeech takes more naturally to creatures because they have more of an impact on the universe. Items and places are more static, and therefore require more precise language. More information on each lexicon can be found later in this section.

The level entry for each utterance describes the level of the utterance (not the level that the truenamer gains access to the utterance). See Table 3–2: The Truenamer and Table 3–3: Maximum Utterance Level Known for details on the levels at which a truenamer gains access to higher-level utterances.

LEXICON OF THE EVOLVING MIND

Utterances from the Lexicon of the Evolving Mind form the bulk of a truenamer's knowledge. These potent phrases in the language of Truespeech enable you to persuade the universe to change with respect to a single creature. Without exception, each of these utterances shares the following characteristics.

These utterances can target only a single creature, unless you are of high enough level to have the truenamer's speak unto the masses class feature.

Each utterance from this lexicon, and this lexicon alone, can be spoken in reverse. When you learn a new utterance, you effectively learn two unique, but related, ways to alter the world. Each entry in this lexicon features read-aloud and descriptive text for the normal version of the utterance and its reverse. The duration and saving throw requirement for the normal way to speak an utterance might differ from its reverse, which will be called out in the utterance's statistics at the top of the entry.

1ST-LEVEL UTTERANCES

Defensive Edge: Grant ally +1 AC, or an enemy –1 AC.

Inertia Surge: Grant creature freedom from restricting effects, or root an enemy to the ground and prevent it from moving.

Knight's Puissance: Ally gains +2 on attack rolls, or enemy gains –2 on attack rolls.

Universal Aptitude: Subject gains +5 on skill checks for 5 rounds, or enemy gains –5 on skill checks for 5 rounds.

Word of Nurturing, Minor: Give ally fast healing 1, or deal 1d6 damage each round for 2 rounds.

2ND-LEVEL UTTERANCES

Archer's Eye: Give ally ability to ignore concealment with ranged attacks, or protect ally from projectiles.

Hidden Truth: Grant creature +10 bonus on a Knowledge check, or a +10 bonus on a Bluff check.

Perceive the Unseen: Give creature the benefit of the Blind-Fight feat, or grant a creature concealment.

Silent Caster: Ally gains benefit of Silent Spell feat, or creature is silenced.

Speed of the Zephyr: Subject's speed increases by 20 feet and he can run up walls, or reduce foe's speed by 10 feet.

Strike of Might: Target's next weapon damage roll deals +10 damage, or target's next weapon damage roll deals –5 damage (minimum 0).

Temporal Twist: Ally gains one free attack, or enemy is dazed for 1 round.

Word of Nurturing, Lesser: Give ally fast healing 3, or deal 2d6 damage each round for 2 rounds.

3RD-LEVEL UTTERANCES

Accelerated Attack: Give an ally Spring Attack feat, or allow ally to move while casting a spell.

Energy Negation: Grant an ally resistance 10 to one energy type, or deal energy damage to a foe.

Incarnation of Angels: Creature gains the celestial template, or creature gains the fiendish template.

Seek the Sky: Give creature ability to fly, or force a flying creature gradually to the ground.

Speed of the Zephyr, Greater: Give ally benefit of *haste* spell, or enemy suffers from the effect of a *slow* spell.

Temporal Spiral: Target gains one extra move action, or enemy is dazed for 3 rounds.

Vision Sharpened: Subject gains benefit of *see invisibility*, or subject becomes invisible.

Word of Nurturing, Moderate: Give ally fast healing 5, or deal 4d6 damage each round for 2 rounds.

4TH-LEVEL UTTERANCES

Breath of Cleansing: Allow ally second save against ongoing effect, or nauseate an enemy.

Caster Lens: Increase ally's caster level by 2, or reduce enemy's caster level by 2.

Confounding Resistance: Grant ally ability to avoid partially harmful effects, or remove evasion from an enemy.

Magic Contraction: Ally gains spell resistance, or grant a creature benefit of Empower Spell feat.

Morale Boost: Remove fear from a creature, or frighten an enemy.

Spell Rebirth: Restore a dispelled or dismissed spell, or dispel one spell.

Word of Bolstering: Cure 1d6 points of ability damage or drain to one ability score, or cause –1d6 penalty to one enemy's Str, Dex, or Con.

Word of Nurturing, Potent: Give ally fast healing 10, or deal 6d6 damage each round for 2 rounds.

5TH-LEVEL UTTERANCES

Eldritch Attraction: Move a creature 40 feet closer to you, or 40 feet farther away from you.

Energy Negation, Greater: Ally gains immunity to one energy type, or give ally an energy shield that damages attackers.

Essence of Lifespark: Remove one negative level from creature, or one enemy gains one negative level.

Preternatural Clarity: Give an ally a +5 floating bonus for attacks, saves, or checks, or make an enemy confused.

Seek the Sky, Greater: Give creature fly speed of 120 feet (perfect), or cause a flying creature to fall and take damage.

Sensory Focus: Creature gains blindsight, or creature is blinded and deafened.

Ward of Peace: Ally cannot be attacked, or temporarily banish target to extradimensional pocket.

Word of Nurturing, Critical: Give ally fast healing 15, or deal 8d6 damage each round for 2 rounds.

6TH-LEVEL UTTERANCES

Breath of Recovery: Remove conditions from an ally, or paralyze an enemy.

Ether Reforged: Creature gains the benefit of defenses against incorporeal foes and can affect them normally, or creature can become ethereal.

Knight's Puissance, Greater: Ally gains +5 on attack and damage rolls, or enemy gains –5 on attack and damage rolls.

Mystic Rampart: Ally gains DR 5/— and +5 on saves, or enemy incurs –5 AC and saves.

Singular Mind: Free subject from enchantments, curses and possession, or dominate one creature.

Word of Nurturing, Greater: Give ally fast healing 20, or deal 10d6 damage each round for 2 rounds.

ACCELERATED ATTACK

Level: 3
Duration: 1 round
Saving Throw: None

Normal: *Your utterance allows your target to move quickly through the crowded battlefield, striking and darting away before attacks can be reciprocated. Images of the target in action persist for a few seconds after the target has gone.*

The target gains the use of the Spring Attack feat, even if he does not meet the prerequisites. As the target moves, he leaves a ghostly, translucent "snapshot" of himself in each square he travels through; the images disappear after a second or so.

Reverse: *A spellcaster you target gains the ability to cast a spell quickly while moving.*

The target can make a special Concentration check (DC 20 + spell level) when casting a spell. If the check succeeds, he can cast the spell and move up to his speed as a single standard action. (The target can't use this ability to cast a spell that takes longer than 1 standard action to cast.) If the check fails, the target loses the spell, just as if he had failed a Concentration check to cast the spell defensively. As with the standard version of the utterance, the target leaves illusory afterimages behind him that fade after a second or two.

The target still provokes attacks of opportunity for casting spells from any creatures that threatened him at any point of his movement. He can cast defensively while under the effect of this utterance, but doing so increases the Concentration DC to 25 + spell level.

ARCHER'S EYE

Level: 2
Duration: 5 rounds
Saving Throw: None

Normal: *With a few words of Truespeech, you allow your target to strike true with her ranged attacks.*

Your target's ranged attacks ignore penalties for concealment because her aim sharpens to focus on the unconcealed parts of her foe.

Reverse: *Your utterance wards an ally from harm, preventing the arrows of your enemies from finding their mark.*

This utterance duplicates the effect of a *protection from arrows* spell (PH 266) for the target; projectiles fall out of the air suddenly rather than striking her..

BREATH OF CLEANSING

Level: 4
Duration: 1 round
Saving Throw: None (normal) or Fortitude negates (reverse)

Normal: *With a word, magical breath passes from your mouth to another creature afflicted with harmful magic, granting him another chance to resist.*

Your utterance fills your target with a breath of living magic, granting him the ability to make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability. This save is made at the same DC. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. *Breath of cleansing* never restores hit points or ability score damage, but it does eliminate any conditions, such as shaken, fatigued, or nauseated, that were caused by the spell, spell-like ability, or supernatural ability. The *breath of cleansing* is magical and thus affects even creatures that don't ordinarily breathe.

Reverse: *This gurgling word sounds like burbling sewage, evoking feelings of illness in your target.*

The reversed utterance fills your target with caustic, toxic air. The target of this utterance must make a successful Fortitude save or be nauseated (*DMG* 301).

BREATH OF RECOVERY

Level: 6
Duration: Instantaneous (normal) or 1 round (reverse)
Saving Throw: None (normal) or Fortitude negates (reverse)

Normal: *You speak a word of purity in the language of Truespeech, reminding the universe of an ally's natural state. The ally breathes a golden mist and is restored.*

This utterance, more powerful than *cleansing breath*, immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, sickened, stunned, and poisoned. The target exhales a shimmering, golden puff of breath as the adverse conditions disappear.

Reverse: *With this utterance, your words of power roll over your target's body, which stiffens into rigidity.*

A reversed *breath of recovery* utterance freezes the life energy of the target, rendering action impossible. The target must make a successful Fortitude save or be paralyzed (*DMG* 301), emitting wisps of black smoke until the effect ends.

CASTER LENS

Level: 4
Duration: 3 rounds
Saving Throw: None

Normal: *Your utterance creates an intangible lens that improves your target's potency and aptitude with magic.*

Your target's caster level or manifester level increases by 2 for the duration of this utterance due to a nearly transparent, intangible vertical disk that appears in front of her. Each spell she casts becomes stronger as it passes through the lens. This utterance does not affect spells per day or spells known. If the target has multiple spellcasting or manifesting classes, the bonus applies to all of them.

Reverse: *The reverse of this utterance impedes the flow of magical energy through your enemy, inhibiting its ability to cast spells.*

Your target's caster level or manifester level decreases by 2 for the duration of this utterance due to an intangible, nearly transparent prism that floats in front of it and dissipates some of its spell energy. This utterance does not affect spells per day or spells known. If the target has multiple spellcasting or manifesting classes, the penalty applies to all of them.

CONFOUNDING RESISTANCE

Level: 4
Duration: 5 rounds
Saving Throw: None

Normal: *Your target becomes more mobile, able to entirely avoid effects that might otherwise have some dire consequence.*

You grant your target the ability to avoid harmful effects. If the target makes a successful save against an attack that normally would have a lesser effect on a successful save (such as a Reflex save against a breath weapon for half damage or a spell with a saving throw entry of Will half or Fortitude partial), he instead negates the effect. An unconscious or sleeping target does not gain the benefit of this ability.

Reverse: *Your utterance strips your target of its ability to evade harm.*

You make your target more vulnerable to harmful effects. If your target has improved evasion, you reduce its effectiveness to evasion. If your target does not have improved evasion, but has evasion, you suppress the ability. If your target has neither improved evasion nor evasion, it takes a –2 penalty on saving throws for the duration of the utterance.

DEFENSIVE EDGE

Level: 1
Duration: 5 rounds
Saving Throw: None

Normal: *You grant a greater awareness of foes in the area, increasing an ally's ability to protect herself.*

Your target periodically receives glimpses of future blows struck by enemies, giving her the chance to get out of the way or interpose a shield. This utterance grants your target a +1 bonus to Armor Class.

Reverse: *Your dire whispers seep into your foe's mind, disrupting its ability to defend itself.*

The reversed form of the utterance also provides premonitions of future attacks and the paths of future blows—but those premonitions are misleading or false. Your target takes a –1 penalty to Armor Class.

ELDRITCH ATTRACTION

Level: 5
Duration: Instantaneous
Saving Throw: Will negates

Illus. by F. Vohwinkel

A reversed breath of recovery utterance can stop an enemy in its tracks

Normal: *The universe responds to your words by forcing your target closer to you, pulled inexorably by a sapphire cord.*

You move your target toward you up to 40 feet along an intangible blue tether that connects the two of you. You can't move the target into a space that is occupied by an ally, an enemy, or a solid object. You can draw a flying creature closer to you, but you cannot make a creature on the ground fly.

The Truespeak DC of this utterance increases by 2 for every size category the target is larger than Medium.

This movement provokes attacks of opportunity.

Reverse: *Your target is repelled, forced away by your command of Truespeech.*

You move your target away from you up to 40 feet with an almost fluid torrent of intangible energy. You can't move the target into a space that is occupied by an ally, an enemy, or a solid object. You can push an airborne flying creature away from you, but you cannot make a creature on the ground fly.

The DC of this utterance increases by 2 for every size category the target is larger than Medium.

This movement provokes attacks of opportunity.

ENERGY NEGATION

Level: 3
Duration: 5 rounds
Saving Throw: None

Normal: *The air crackles with your words as you protect your target from energy.*

A nimbus of silvery power surrounds your target, absorbing a specific energy type and hampering it from reaching the target. This utterance grants your target resistance 10 to one type of energy (acid, cold, electricity, fire, or sonic).

Reverse: *The flesh and skin of an enemy are imbued with energy, causing it great pain and discomfort.*

When you speak the reverse of this utterance, you imbue your target's skin with energy: acid, cold, electricity, or fire. The subject appears to be surrounded with a nimbus of the selected energy type, and takes 2d6 points of damage from the utterance each round.

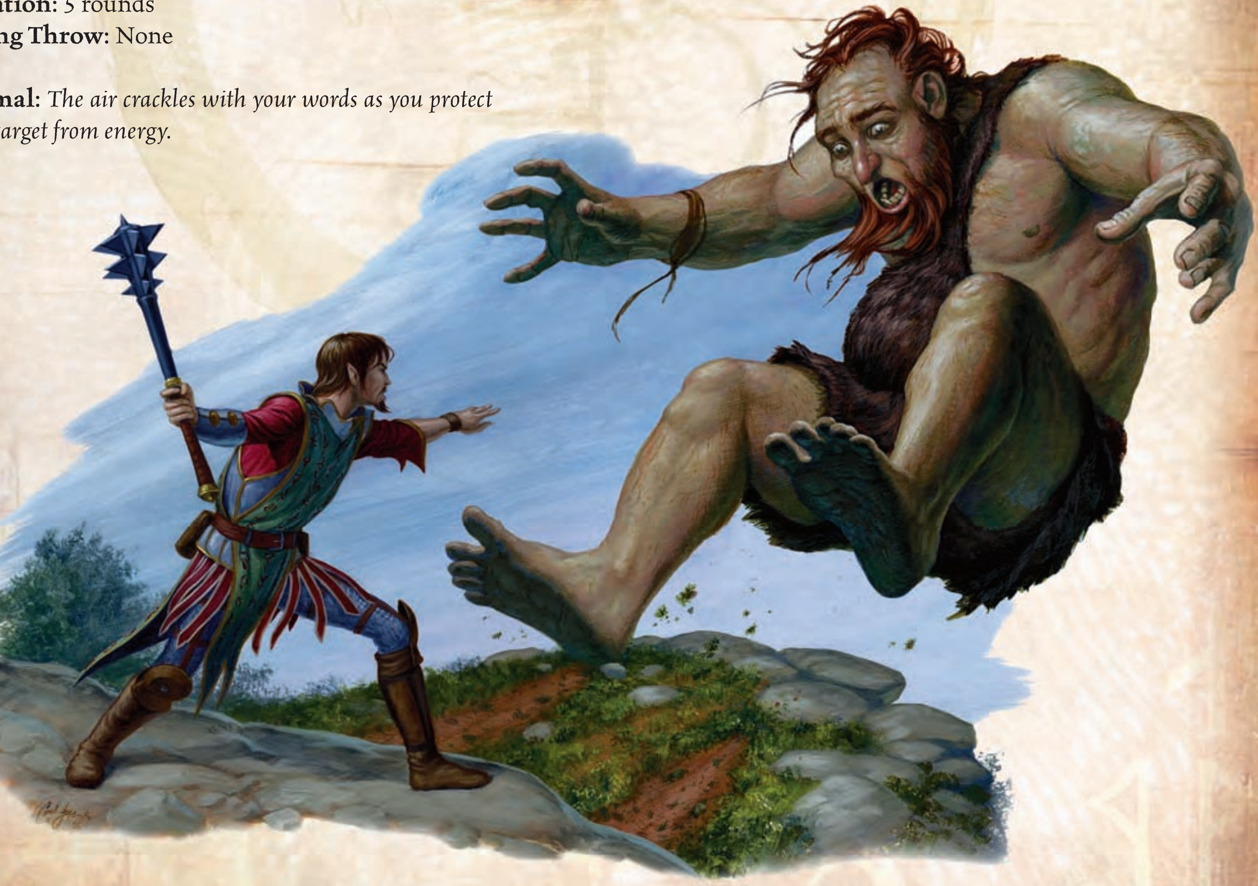
ENERGY NEGATION, GREATER

Level: 5
Duration: 5 rounds
Saving Throw: None

Normal: *Your utterance renders your target impervious to harm from one type of energy.*

A nimbus of golden power surrounds your target, granting him immunity to one type of energy.

Reverse: *You wreathe your ally in energy that lashes out at those who strike him in battle.*



By reversing an eldritch attraction utterance, Khetarin gives a hill giant a terrible surprise

Illus. by C. Frank

This utterance wreathes your target in a type of energy chosen by you when you speak this utterance (acid, cold, electricity, or fire). This energy causes damage to each creature that makes a successful melee attack against the subject of the utterance.

Any creature that damages the subject with its body or a handheld weapon deals normal damage, but at the same time, the attacker takes 20 points of energy damage. Creatures wielding weapons with exceptional reach, such as longspears, are not subject to this damage if they attack the subject.

ESSENCE OF LIFESPARK

Level: 5
Duration: Instantaneous
Saving Throw: None

Normal: *With soothing words, you revitalize an ally and restore some of his lost vitality. The negative level that afflicted him spirals upward, fading as it rises.*

This utterance dispels one negative level and restores one experience level to a creature who has had a level drained. As you dispel the negative level, a shadowy form detaches from your target and drifts upward before dissipating into nothingness. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per truenamer level.

Reverse: *You instruct the universe to sap some of the life force of a target creature.*

You utter a dark word of power that suppresses the life force of a creature. A shadowy version of your target appears a few feet away, then rushes inward, incorporating itself into your target's body. The target gains one negative level, giving it a –1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities). Additionally, a spellcaster loses one spell or spell slot from her highest available level. Negative levels stack.

ETHER REFORGED

Level: 6
Duration: Instantaneous
Saving Throw: No

Normal: *With this utterance, creatures of the ethereal world become as solid as the earth to one of your allies.*

You enable your target to gain full benefit from its armor, weapons, spells, and abilities against both corporeal and incorporeal creatures. Your target looks no different to corporeal observers on the Material Plane, but incorporeal observers and creatures on the Ethereal Plane see her glow slightly and in sharp relief uncommon to creatures and items on the Ethereal Plane.

Reverse: *One of your allies slips into the space between worlds and leaps onto the Ethereal Plane.*

This reversed utterance renders the target ethereal, as the *ethereal jaunt* spell (*PH* 227).

HIDDEN TRUTH

Level: 2
Duration: Instantaneous (normal) or 1 round (reverse)
Saving Throw: None

Normal: *Your words allow your target to tap into a reserve of knowledge.*

You grant the target a +10 bonus on a single Knowledge check and enable her to use the skill, even if untrained. If the target has bardic knowledge, lore, or a similar class feature, this bonus can apply to that check instead.

Reverse: *Your target's words ring true thanks to this utterance—even if they actually are not.*

Your target gains a +10 bonus on a single Bluff check made before the duration of the utterance expires.

INCARNATION OF ANGELS

Level: 3
Duration: 5 rounds
Saving Throw: None

Normal: *Your words reach the realms of heaven and invest your target with some of their silver grace and golden might.*

The target gains the celestial creature template (*MM* 31). Her skin takes on a silvery sheen and a golden aura surrounds her. The smite ability granted by the template is usable by the target only once per day, no matter how many times she might be the subject of this utterance.

Reverse: *With the reverse of this utterance, you instead delve into the depths of hell to grant your target the cunning and strength of fiends.*

The target gains the fiendish creature template (*MM* 107), complete with reddish skin and small horns on her forehead. The smite ability granted by the template is usable by the target only once per day, no matter how many times she might be the subject of this utterance.

INERTIA SURGE

Level: 1
Duration: 1 round
Saving Throw: None

Normal: *Your words free your target from many impediments, allowing her to slip from any constraints.*

You grant the target to act normally regardless of magical effects that impede movement as if he were affected by a *freedom of movement* spell (*PH* 233). This effect occurs automatically as soon as the utterance is spoken and lasts for 1 round. Impediments magically part or otherwise move to let your target pass, then return to normal in his wake.

Reverse: *Your words cause black tentacles to grow from the ground and clutch at the feet of your enemy, preventing it from moving anywhere.*

A black tangle of wriggling forcetendrils roots your target in place, rendering it unable to move. It can take actions normally; it just can't move from the space it currently occupies.

Inertia surge can free you from magical impediments

KNIGHT'S PUISSANCE

Level: 1
Duration: 5 rounds
Saving Throw: None

Normal: *Your words show your ally a way to strike more accurately.*

Your target gains a +2 bonus on attack rolls as unseen forces guide his weapon to its target.

Reverse: *By speaking the reverse of this utterance, you impede an enemy's ability to strike.*

Unseen forces nudge your target's blows off course. Your target takes a –2 penalty on attack rolls.

KNIGHT'S PUISSANCE, GREATER

Level: 6
Duration: 5 rounds
Saving Throw: None

Normal: *The blows of your target fall more surely and strike more soundly after you speak this utterance.*

Your target receives forceful guidance on each attack, gaining a +5 bonus on attack rolls and damage rolls.

Reverse: *By reversing the words of this utterance, you significantly reduce your target's effectiveness in battle.*

Your target takes a –5 bonus on attack rolls and damage rolls, as its attacks are nudged forcefully away from their intended target.

MAGIC CONTRACTION

Level: 4
Duration: 5 rounds
Saving Throw: None

Normal: *With this utterance of protection, you make your target resilient against magical effects.*

The target gains spell resistance equal to 11 + your truenamer level. As a spell fails to overcome the target's spell resistance, its visible effect shrinks into nothingness over the course of a few seconds.

Reverse: *A string of complex syllables allows you to enhance the power of an ally's spells for a short time.*

You grant your target the ability to apply the effect of the Empower Spell feat (*PH* 93) to any spell she casts for the duration of the utterance without increasing the level of the spell or specially preparing it ahead of time.

MORALE BOOST

Level: 4
Duration: 5 rounds
Saving Throw: None (normal) or Will negates (reverse)

Normal: *Your utterance calms the heart of your target, filling her with resolution and peace.*

You call upon the courage of your target, striking away her feelings of terror. This utterance functions as the *remove fear* spell (*PH* 271). Your target can hear the calming murmur of your Truespeech throughout the utterance's duration.

Reverse: *Your words evoke feelings of terror, dread, and awe in your target.*

Your target becomes frightened (*DMG* 301) by the susurrant Truespeech being whispered in its ear. The frightening whispers persist throughout the reversed utterance's duration.

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MYSTIC RAMPART

Level: 6
Duration: 5 rounds
Saving Throw: None

Normal: *With a complex string of syllables, an intangible tower superimposes itself over your ally, greatly enhancing his ability to protect himself.*

You grant your target damage reduction 5/— and a +5 bonus on saving throws as your utterance superimposes a ghostly tower or castle over his form. The tower is just barely visible and doesn't obscure or conceal anything behind it.

Reverse: *You speak and your target becomes vulnerable.*

The reversed utterance superimposes a crumbling, ruined tower over your target, which takes a –5 penalty to Armor Class and on saving throws for the utterance of the duration.

PERCEIVE THE UNSEEN

Level: 2
Duration: 5 rounds
Saving Throw: None

Normal: *Your ally gains a sixth sense about where nearby enemies are.*

When you speak this utterance, the target gains a greater sense of where his enemies are, granting him the use of the Blind-Fight feat (*PH* 89). The target's perceptions automatically focus on the general area of unseen enemies; this doesn't guarantee that the target finds them, but makes it much more likely.

Reverse: *The reverse of this utterance confounds your foes, preventing them from precisely locating an ally's position.*

With the reverse of *perceive the unseen*, you make the target of the utterance more difficult to track in battle. Your target's enemies find themselves instinctively glancing away from him, even when they know they need to be focusing their attention there. This effectively gives the target concealment (*PH* 152).

PRETERNATURAL CLARITY

Level: 5
Duration: 5 rounds or until discharged (normal), or 5 rounds (reverse)
Saving Throw: None (normal) or Will negates (reverse)

Normal: *You speak and sharpen your ally's mind with an awareness of all that is and all that might be.*

Once during the duration of this utterance, your target can choose to use its effect. This word grants the subject a

An utterance of preternatural clarity gives an ally renewed focus and combat prowess

Illus. by C. Frank

+5 insight bonus on any single attack roll, opposed ability or skill check, or saving throw. When your target uses the insight bonus, those within 10 feet of her can hear an echo of your original utterance, even if you're no longer present. Activating the effect is an immediate action. The target can choose to apply the bonus after she has rerolled the d20, but before the Dungeon Master reveals the result of the check.

Reverse: *At your command, the universe temporarily becomes incomprehensible to your target.*

Your reversed utterance echoes in the ears of your target and can be heard as a faint murmur by anyone within 10 feet. This reversed utterance causes the target to become confused, as the *confusion* spell (*PH* 212).

SEEK THE SKY

Level: 3
Duration: 5 rounds
Saving Throw: None

Normal: *Gravity no longer applies to your ally, as she gains the ability to fly before a ribbon of red energy.*

The target of the *flight* utterance can fly, as the *fly* spell (*PH* 232). Your target leaves a trail of crackling red bolts in her wake.

Reverse: *At your command, your target loses its ability to soar through the air and begins to descend toward the earth rapidly.*

With this word, you render a flying creature unable to fly, no matter how much it flaps its wings or strains upward. If it is already flying, the subject floats downward 60 feet per round for the duration of the utterance. If it reaches the ground in that amount of time, it lands safely, and cannot fly for the duration of the utterance. If the target is not flying, it cannot attempt to fly for the duration of the utterance.

SEEK THE SKY, GREATER

Level: 5
Duration: 5 rounds (normal) or instantaneous (reverse)
Saving Throw: None

Normal: *You surround an ally in red motive energy, granting him the ability to fly like the wind.*

The target can fly, as the *fly* spell (*PH* 232) except he gains a fly speed of 120 feet with perfect maneuverability. Crackling red energy surrounds your target, and powerful swirls of wind follow in his wake.

Reverse: *At your words, the very air rejects your target, causing it to plummet to the ground.*

With this word, you render a flying creature unable to fly. The subject immediate plummets downward, taking 1d6 points of falling damage for every 10 feet it drops. It can make Jump and Tumble checks normally to attempt to land softly.

SENSORY FOCUS

Level: 5
Duration: 1 round (normal) or 3 rounds (reverse)
Saving Throw: None (normal) or Fortitude negates (reverse)

Normal: *Your target can pierce the veil of deception and see everything as it truly is.*

You grant your target sharper senses, the combination of which are equivalent to blindsight (*MM* 306) and the effect of the *true seeing* spell (*PH* 296).

Reverse: *Your words strip away your target's ability to see or hear.*

With this reversed utterance, you send your target a riot of swirling sound and flashing color, rendering it unable to perceive the outside world. Your target is both blinded and deafened (*DMG* 300).

SILENT CASTER

Level: 2
Duration: 1 round
Saving Throw: None (normal) or Will negates (reverse)

Normal: *Your ally can cast spells without making a sound, the verbal component instead appearing as sigils of power.*

You grant your target the ability to apply the effect of the Silent Spell feat (*PH* 100) to any spell she casts without increasing the level of the spell or specially preparing it ahead of time. Glowing runes appear above your target's head that take the place of the verbal component of the spell.

Reverse: *An enemy creature is unable to speak or make a peep, its vocal cords completely stilled.*

You silence your target, making it incapable of producing sound, conversing, or using spells with verbal components. It automatically succeeds on Move Silently checks.

SINGULAR MIND

Level: 6
Duration: Instantaneous (normal) or concentration, up to 5 rounds (reverse)
Saving Throw: None (normal) or Will negates (reverse)

Normal: *With a word, you liberate your target from all foreign influence, freeing her mind. Any enchantments or curses are converted to runic truespeech and fade harmlessly away.*

This utterance restores your target to her natural state as glowing runic letters briefly appear above her head. It frees the subject from enchantments, curses, and possession.

If the spell or effect is one that cannot be dispelled by *dispel magic*, *singular mind* works only if the truespeaker's level is greater than that of the original caster.

Reverse: *Your words crawl into the mind of your enemy, allowing you control of your foe's body as if it were your puppet.*

This utterance duplicates the effect of a *dominate monster* spell (PH 224), except that to maintain domination, you must spend a standard action to concentrate and direct the creature's actions. Runic letters appear above your target's head, but only you can see them. They change shape with each new command you issue.

SPEED OF THE ZEPHYR

Level: 2
Duration: 5 rounds
Saving Throw: None

Normal: *You urge your ally on to greater speed with this utterance, enabling him to sprint across treacherous surfaces or even scale sheer walls.*

Your target's base speed increases by 20 feet as his feet glow with an amber light. In addition, he can adjust his body's equilibrium so that he can walk on water, quicksand, snow, or even a spider's web without sinking or breaking through (this effect does not confer any resistance to particularly sticky webs). In addition, the target can take part of one of its move actions to traverse a wall or other relatively smooth vertical surface if it begins and ends its move on a horizontal surface. The height it can achieve on the wall is limited only by this movement restriction. If it does not end its move on a horizontal surface, it falls prone, taking falling damage as appropriate for its distance above the ground. Treat the wall as a normal floor for the purpose of measuring movement. Passing from floor to wall or wall to floor costs no movement; the target can change surfaces freely. Opponents on the ground can make attacks of opportunity as the target moves up the wall.

Reverse: *The target of this utterance cannot move as quickly as it had just a moment before.*

Your target's base speed is reduced by 10 feet, as its feet seem to stick to the ground.

SPEED OF THE ZEPHYR, GREATER

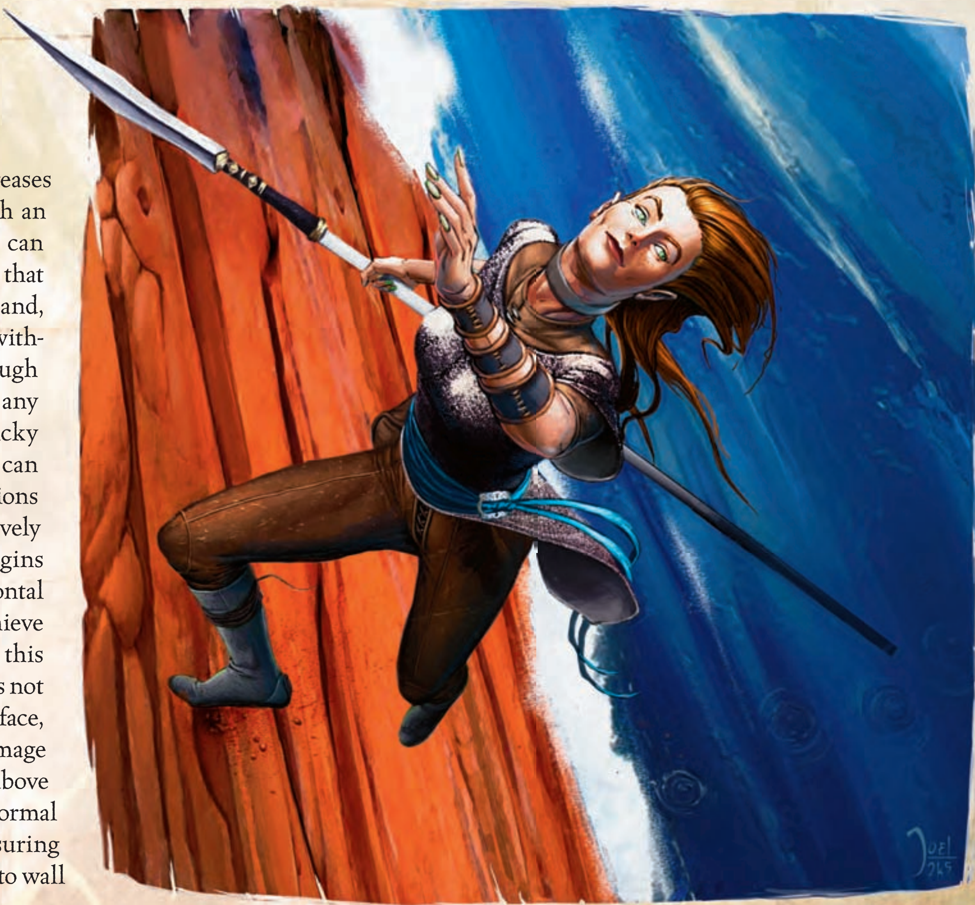
Level: 3
Duration: 3 rounds
Saving Throw: None

Normal: *Your ally's movements are quicker, enhancing his offensive and defensive capabilities.*

This utterance duplicates the effect of a *haste* spell (PH 239) for one target, who is limned with an amber light.

Reverse: *When you speak this utterance, your target moves as though through molasses.*

This utterance duplicates the effect of a *slow* spell (PH 280) for one target.



With speed of the zephyr, even normally impassable terrain poses no difficulties

Illus. by J. Thomas

SPELL REBIRTH

Level: 4
Duration: Instantaneous
Saving Throw: None

Normal: *You briefly unwind time to restore lost magic when you speak this utterance.*

With this utterance, you restore an effect that has just been dispelled or dismissed within the last round. Provided that it had duration remaining, it resumes immediately with all its former attributes.

Reverse: *Your words strip away a magical effect from your target.*

This utterance dispels the spell with the highest caster level affecting the target.

STRIKE OF MIGHT

Level: 2
Duration: 1 round
Saving Throw: None

Normal: *You tap into an ally's damage potential, augmenting her combat abilities substantially.*

Your target's single next weapon damage roll (if it is made before the end of the next round) deals an additional 10 points of damage as it explodes with a spout of magical energy. This damage is not multiplied on critical hits.

Reverse: *You briefly enfeeble an enemy, causing its swings to slow and deal less damage.*

Your target's single next weapon damage roll (if it is made before the end of the next round) deals 5 fewer points of damage as the blow is cushioned by an unseen force. This penalty can reduce the damage to 0, but not below.

TEMPORAL SPIRAL

Level: 3
Duration: 1 round (normal) or 3 rounds (reverse)
Saving Throw: None (normal) or Will negates (reverse)

Normal: *When you speak this utterance, everything your target does seems quicker. Silvery energy surrounds the fast-moving target in a crackling aura.*

The *temporal spiral* utterance manifests as silvery spirals and energy motes that surround your target like a nimbus of energy, separating it momentarily from the normal flow of time. When you speak this complex word of action, you grant the target of this utterance an additional move action in the current round. For instance, on your turn you could speak this utterance to allow the subject to move into position that would set up a charge, then take its normal action to charge an opponent. Alternatively, you could speak this utterance to allow the subject to move within melee range of a foe, then take a full-round action to make attacks on that foe. A subject that takes a full attack action and then uses this utterance to move away from a foe provokes attacks of opportunity.

If the subject of the utterance does not take this extra move action before the end of your next turn, it is lost.

Reverse: *This powerful utterance sounds like the churning of ancient earth, freezing your target in place.*

When reversed, the silver spirals of unraveled time inhibit your target. For the duration of this utterance, the target is dazed.

TEMPORAL TWIST

Level: 2
Duration: Instantaneous (normal) or 1 round (reverse)
Saving Throw: None (normal) or Will negates (reverse)

Normal: *With a word of Truespeech, you grant a creature incredible reflexes, enabling it to immediately make an attack as tendrils of energy twist in its wake.*

By delivering this utterance, you reweave the tapestry of time itself to grant your target a precious few seconds of activity. Translucent curls of energy trail behind your target for a few moments, a side effect of your utterance's power. Your target can immediately make one melee or ranged attack, even if it has already taken its action for the round. Taking this action doesn't affect the subject's normal place in the initiative order.

This utterance does not allow the subject to make more than one additional attack in a round. If the target has already made an additional attack, due to the *haste* spell, *snake's swiftness* spell, or from any other source, this utterance has no effect.

Reverse: *By reversing this utterance, you cause a creature to lose its focus and become bewildered.*

The reversed utterance pulls time-threads out of reality, and translucent curls of energy briefly surround and slow your target. The target of this utterance is dazed (*DMG* 300) for 1 round.

UNIVERSAL APTITUDE

Level: 1
Duration: 5 rounds
Saving Throw: None

Normal: *You speak a word of proficiency and ability, increasing the natural aptitude of your ally.*

Your target is better able to block out distractions and perceive the subtleties of any task—almost as if the universe wants your target to succeed at upcoming challenges. He is aware of subtle clues in the environment as the world reworks itself in small ways to make success more likely. The target's lockpicks might become slightly more supple, or the ground beneath her feet might be slightly better for tumbling. The target might notice subtle body language that makes a Sense Motive check easier, or she might find her steed unusually amenable to difficult equestrian jumps. For the duration of the utterance, the target gains a +5 bonus on skill checks.

Reverse: *With the reversal of this utterance, you instruct the universe to hinder your foe's ability to perform even everyday tasks.*

The reversed utterance causes the universe to conspire in small ways against your target. The lockpicks become too stiff to reach the inner workings of the lock, and small debris makes tumbling treacherous. Your target misses the subtleties of tone and body language in a conversation, and her horse is reluctant to attempt stunts. For 5 rounds, your target takes a –5 penalty on skill checks.

VISION SHARPENED

Level: 3
Duration: 5 rounds
Saving Throw: None

Normal: *Your ally can see the unseen in the warp and weft of air nearby.*

The target of this utterance gains the effect of a *see invisibility* spell (PH 275). Your target cannot discern details of the creatures he sees, but the air around the invisible creatures seems to warp, allowing your target to pinpoint the creatures' location and strike at them accurately.

Reverse: *With the reverse of this utterance, your target disappears from view.*

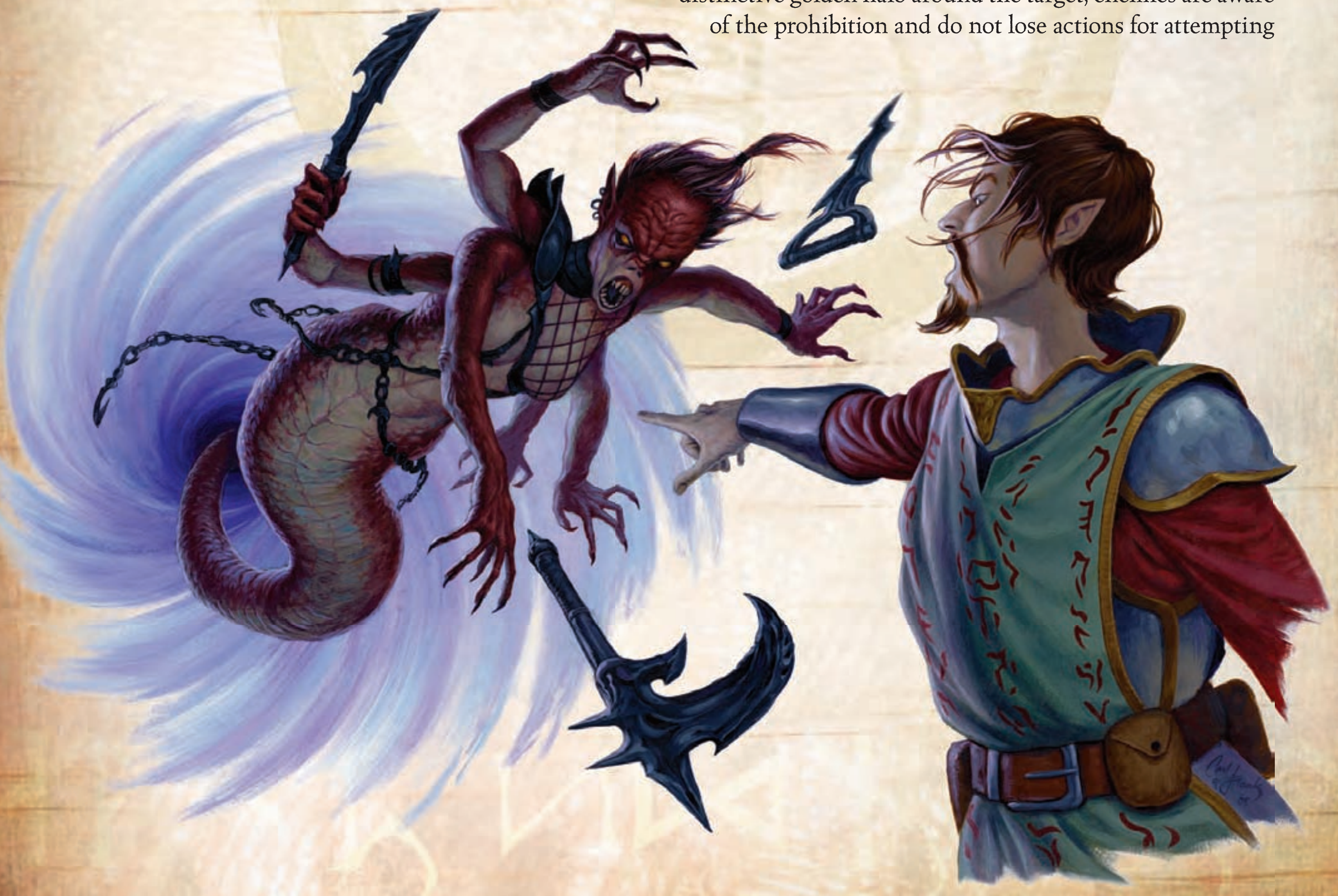
This utterance duplicates the effect of an *invisibility* spell (PH 245) for one target, who fades into nothingness after a second or two.

WARD OF PEACE

Level: 5
Duration: 5 rounds (normal) or concentration up to 5 rounds (reverse)
Saving Throw: None (normal) or Will negates (reverse)

Normal: *You ward your target from harm with a golden halo, preventing enemies from attacking her.*

Opponents cannot strike or otherwise directly attack the warded creature, even with a targeted spell. Because of the distinctive golden halo around the target, enemies are aware of the prohibition and do not lose actions for attempting



With a reversed ward of peace, Khetarin traps a marilith where it can do no harm . . . for now

Illus. by C. Frank

to strike. This utterance does not prevent the warded creature from being attacked or affected by area or effect spells. The subject cannot attack without breaking the protection but can use other spells and abilities that are not hostile toward another creature. This allows a warded cleric to heal wounds, for example, or to cast a *bless* spell, summon creatures, and so on.

Reverse: *With a harsh sequence of words, you force a creature from another plane back to its home.*

You banish the target into an extradimensional pocket—a featureless gray void with no visible entrance or exit. Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape from this place, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell. At the end of the duration, if the subject has not left the pocket dimension, it reappears where it had been when the utterance was spoken. If this location is filled with a solid object, the subject appears in the nearest open space.

WORD OF BOLSTERING

Level: 4
Duration: Instantaneous (normal) or 5 rounds (reverse)
Saving Throw: None

Normal: *Suffusing your ally with the glow of positive energy, you eliminate the drain he experiences.*

Pebble-sized motes of positive energy briefly swirl around your target, then rush into his body with a flash. This utterance cures 1d6 points of ability damage or ability drain to one ability score.

Reverse: *Your words cause the body of a foe to weaken and grow more frail.*

Your target absorbs pebble-sized motes of negative energy and takes a –1d6 penalty to a physical ability score (your choice of Strength, Dexterity, or Constitution). This utterance cannot reduce an ability score below 1.

WORD OF NURTURING, MINOR

Level: 1
Duration: 5 rounds (normal) or instantaneous and concentration, up to 1 round (reverse)
Saving Throw: None

Normal: *You speak a simple word of health, providing an ally with minor healing ability.*

You grant a creature fast healing 1. At the beginning of each turn, a green flash surrounds your target, who heals slightly.

Reverse: *With this word, you cause your enemy to experience painfully bleeding wounds that spontaneously emerge.*

You unmake a portion of the subject's being as you utter the reverse form of the life-giving words. You deal 1d6 points of damage to the subject as wounds appear across its body. If you concentrate for 1 round (a standard action), and the subject remains within range, it takes another 1d6 points of damage at the end of your next turn.

WORD OF NURTURING, LESSER

Level: 2
Duration: 5 rounds (normal) or instantaneous and concentration, up to 1 round (reverse)
Saving Throw: None

Normal: *You speak a more complex utterance of health, providing an ally with the soothing balm of healing.*

You grant a creature fast healing 3. At the beginning of each turn, a green flash coalesces into an energy field that surrounds and erases your target's wounds.

Reverse: *You speak a word that tears at an enemy's flesh, causing it to bleed from several wounds.*

You unmake a portion of the subject's being as you utter the reverse form of the life-giving words. You deal 2d6 points of damage to the subject. If you concentrate for 1 round (a standard action), and the subject remains within range, it takes another 2d6 points of damage at the end of your next turn.

WORD OF NURTURING, MODERATE

Level: 3
Duration: 5 rounds (normal) or instantaneous and concentration, up to 1 round (reverse)
Saving Throw: None

Normal: *Your words soothe your ally, gradually restoring some of the damage he has sustained.*

A nearly constant tendril of green energy moves up and down your target's body, healing any wounds it finds. You grant a creature fast healing 5.

Reverse: *Your words rip at your enemy, tearing at its flesh and bones.*

You unmake a portion of the subject's being as you utter the reverse form of the life-giving words. You deal 4d6 points of damage to the subject. If you concentrate for 1 round (a standard action), and the subject remains within range, it takes another 4d6 points of damage at the end of your next turn.

WORD OF NURTURING, POTENT

Level: 4

Duration: 5 rounds (normal) or instantaneous and concentration, up to 1 round (reverse)

Saving Throw: None

Normal: *Your powerful utterance grants an ally increased ability to knit her own wounds.*

A thin network of green tendrils heals your target's wounds almost as fast as they're created. You grant a creature fast healing 10.

Reverse: *With the reverse of this utterance, you tear at the fabric of your enemy's connection to its body, causing great wounds.*

You rupture a portion of the subject's being as you utter the reverse form of the life-giving words. You deal 6d6 points of damage to the subject. If you concentrate for 1 round (a standard action), and the subject remains within range, it takes another 6d6 points of damage at the end of your next turn.

WORD OF NURTURING, CRITICAL

Level: 5

Duration: 5 rounds (normal) or instantaneous and concentration, up to 1 round (reverse)

Saving Throw: None

Normal: *Your ally experiences a tremendous rejuvenation as healing energy soothes her wounds.*

A network of ropy strands of green energy heals your target's wounds with startling rapidity. You grant a creature fast healing 15.

Reverse: *Massive rents and tears appear on the body of your foe.*

You unmake a portion of the subject's being as you utter the reverse form of the life-giving words. You deal 8d6 points of damage to the subject. If you concentrate for 1 round (a standard action), and the subject remains within range, it takes another 8d6 points of damage at the end of your next turn.

WORD OF NURTURING, GREATER

Level: 6

Duration: 5 rounds (normal) or instantaneous and concentration, up to 1 round (reverse)

Saving Throw: None

Normal: *With this powerful utterance, you remind the universe of your ally's true physical form, and even his most terrible wounds begin to knit together.*

Your target emits a greenish glow from within (equivalent to a torch's light). You grant a creature fast healing 20.

Reverse: *Great gashes and terrible wounds tear at your enemy's body, causing massive bleeding and terrible pain.*

You unmake a portion of the subject's being as you utter the reverse form of the life-giving words. You deal 10d6 points of damage to the subject. If you concentrate for 1 round (a standard action), and the subject remains within range, it takes another 10d6 points of damage at the end of your next turn.

LEXICON OF THE CRAFTED TOOL

Beginning at 4th level, you learn your first utterance within the Lexicon of the Crafted Tool. Unlike utterances from the Lexicon of the Evolving Mind, the utterances in this lexicon have no meaning or power when reversed. All the utterances in this lexicon target objects—often the weapons and armor that you, your allies, or your enemies use. Spell resistance applies to these utterances, as it does normally to spell-like abilities. Also as normal, attended objects gain the benefit of their wielder's spell resistance, if any.

You gain access to higher-level utterances from this lexicon at 7th, 11th, 15th, and 19th levels. If you target an item wielded or carried by a creature with spell resistance, the item gains the benefit of that ability. However, any item targeted by one of these utterances—wielded or not—does not get to save to avoid the effects.

1ST-LEVEL UTTERANCES

Fortify Armor: Make a creature's armor able to negate critical hits and sneak attacks.

Keen Weapon: Improve the threat range of a weapon.

2ND-LEVEL UTTERANCES

Agitate Metal: Cause a creature's metal equipment to radiate painful heat or cold.

Analyze Item: Discern the properties of a magic item.

3RD-LEVEL UTTERANCES

Rebuild Item: Restore an item destroyed within the last round to perfect form and functionality, including any magic properties it had.

Suppress Weapon: Suppress the energy property of a weapon.

4TH-LEVEL UTTERANCES

Suppress Item: Suppress the properties of a magic item.

Transmute Weapon: Change a weapon's special material.

Analyze item reveals valuable information about valuable objects

Illus. by J. Zhang

5TH-LEVEL UTTERANCES

Metamagic Catalyst: Give a potion or scroll the benefit of a metamagic feat.

Seize Item: Bring an object within range instantly to your hand.

AGITATE METAL

Level: 2

Range: 30 ft.

Target: Metal equipment of one creature; or one metal object weighing no more than 25 lb./level

Duration: 7 rounds

You increase or decrease the temperature of a metal object significantly, possibly harming creatures in physical contact with it as it glows with red heat (or blue chill).

The target metal item rapidly becomes dangerously hot or cold, glowing red if hot and blue if cold. This utterance functions as a *chill metal* (PH 209) or *heat metal* (PH 239) spell with a caster level equal to your truenamer level, except as noted here. You choose which effect—cold or hot—you want to generate when you speak the utterance.

ANALYZE ITEM

Level: 2

Range: Touch

Target: One object

Duration: 1 round

By studying an item, you can determine a great deal about it, including its magical properties, if any.

By delivering an utterance of perception and analysis incorporating the truename of the object, you determine all spells and magical properties affecting a specific item you're touching. In the case of a magic item, you learn its functions, how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object with active spells cast upon it, you learn one spell with each use of this utterance, highest level to lowest, including its effect and caster level.

You cannot determine the function of an artifact with this utterance (see page 277 of the *Dungeon Master's Guide* for details on artifacts).

FORTIFY ARMOR

Level: 1
Range: 30 ft.
Target: One suit of armor
Duration: 5 rounds

A suit of armor covers its wearer's vital areas more effectively, providing better protection against attacks.

You make a suit of armor better able to protect the creature wearing it. When you speak this utterance, the target armor gives its wearer protection against critical hits and sneak attacks. When a critical hit or sneak attack is scored on the wearer, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

You can increase the level of protection provided by the utterance by voluntarily increasing the DC of your Truespeak check. If you add 10 to the DC, critical hits and sneak attacks have a 50% of being negated, and if you add 20 to the DC, critical hits and sneak attacks are automatically negated.

KEEN WEAPON

Level: 1
Range: 30 ft.
Target: One weapon
Duration: 5 rounds

Your words make a weapon shine with silver potency, capable of dealing more punishing blows than normal.

You can augment the critical threat range of a weapon by speaking its truename. This utterance functions as a *keen edge* spell (*PH* 246) with a caster level equal to your truenamer level, except as noted here. In addition, you can change the threat range of any weapon you name, not just piercing and slashing weapons. The weapon you deliver this utterance upon pulses with a silvery sheen throughout the utterance's duration.

METAMAGIC CATALYST

Level: 5
Range: Touch
Target: Potion or scroll touched
Duration: 1 round

Your touch enables a potion consumed or scroll read during the next round to be augmented with metamagic.

With this utterance, you can apply one of the following metamagic effects to the target potion or scroll: Empower Spell, Heighten Spell (maximum +2 caster level), Extend Spell, or Enlarge Spell. The utterance has no impact on the amount of time it takes to activate the item, but if the item is not used within the following round, the effect of the utterance fades. Whoever consumes the potion or reads the scroll hears a snatch of your truespeech when the metamagic takes effect.

You can also modify a potion or scroll as with the Widen Spell or Maximize Spell feats, but doing so increases the DC of your Truespeak check by 10.

REBUILD ITEM

Level: 3
Range: Touch
Target: Destroyed item touched
Duration: Instantaneous

You reconstitute a destroyed item, instantly putting it back together into one functional piece.

With this utterance, you instantly restore an item destroyed within the last round to its normal, undamaged state. Essentially, by reminding the item of its truename, you unmake its destruction. Magic items affected by this power retain all their magical properties, unlike items restored with a *make whole* spell. The reconstituted item has full hit points.

This utterance has no effect on any item that has been destroyed for more than 1 round. You cannot restore a destroyed artifact with this utterance.

SEIZE ITEM

Level: 5
Range: 30 ft.
Target: One object weighing no more than 50 lbs.
Duration: Instantaneous

You speak a word to make an object your own, forcing it out of the hands of its owner, if necessary.

This utterance brings an object within range to your hand. If the object is unattended, it simply darts through the air to your hand. If attended, such as a wielded weapon, you must make a disarm attempt. You use your truenamer level as your base attack bonus and your Intelligence bonus in place of your Strength modifier, and a failed attempt does not allow a reactive attempt by the target. Spell resistance applies normally for an attended object.

If both your hands are full when you speak this utterance, the item lands in your square at your feet.

SUPPRESS ITEM

Level: 4
Range: 60 ft.
Target: One magic item
Duration: 1 round, or concentration, up to 5 rounds

Your uninterrupted focus on a magic item keeps it from functioning, turning it gray and rendering it useless.

By speaking this utterance and focusing on a single item, you prevent any magical properties or effects of the item from functioning as long as you concentrate and remain within range. The item turns gray and ceases to glow or otherwise indicate its magical nature. If the item moves out of range, the utterance's effect ends 1 round later. This effect otherwise functions as a *dispel magic* spell (*PH* 223) that targets a magic item.

SUPPRESS WEAPON

Level: 3
Range: 30 ft.
Target: One weapon with an energy special ability
Duration: 5 rounds

You can suppress the energy properties of a single weapon.

When you speak this utterance, you can prevent a weapon's energy-based special ability (or abilities) from functioning. Such abilities include flaming and frost, among others. The weapon turns gray and ceases to emit the relevant energy type. If you successfully speak this utterance on a weapon that does not have such a property, it has no effect on the weapon but you are still considered to have spoken the utterance once. If your Truespeak check is successful, the weapon simply ceases to deal the extra energy damage provided by its ability for the duration of the utterance.

You can suppress an energy burst weapon ability by voluntarily increasing the DC of your Truespeak check by 5. If you use this ability on an energy burst weapon at the normal DC, it has no effect.

TRANSMUTE WEAPON

Level: 4
Range: 30 ft.
Target: One weapon
Duration: 5 rounds

Your words fundamentally alter the material of which a weapon is made, transforming it according to your whim.

A weapon targeted with this utterance can be changed into a special material (*DMG* 283) of your choice. You can make a weapon cold iron, adamantine, alchemical silver, or whatever other special material you wish. The weapon is treated as if made of that substance, and its hardness, hit points, and the damage it deals might be affected depending on your choice.

LEXICON OF THE PERFECTED MAP

Beginning at 8th level, you learn your first utterance within the Lexicon of the Perfected Map. These utterances, which all target nearby areas, have no meaning or power when reversed. They allow you to reshape the landscape that surrounds you, making it deadly to your enemies or otherwise advantageous to you.

Unless stated otherwise, all the utterances from this lexicon affect a 20-foot-radius spread area and have a range of 100 feet.

You gain access to higher-level utterances from this lexicon at 12th, 16th, and 20th levels.

1ST-LEVEL UTTERANCES

Fog from the Void: Create a cloud of fog that obscures sight and might make movement difficult.
Shield of the Landscape: Alter the land to temporarily negate or provide cover.
Shockwave: A violent pulse of energy knocks creatures from their feet.

2ND-LEVEL UTTERANCES

Energy Vortex: Fill the area with energy that damages your foes.
Speak Rock to Mud: Turn solid ruck into cloying mud.
Transform the Landscape: Add or remove difficult terrain in the area.

3RD-LEVEL UTTERANCES

Lore of the World: The world gives you information you request.
Master of the Four Winds: Bend the winds to your will.
Thwart the Traveler: Prevent extradimensional travel in the area.

4TH-LEVEL UTTERANCES

Anger the Sleeping Earth: Shake the earth, as the *earthquake* spell.
Conjunctive Gate: Create a portal between two planes.
Deny Passage: Prevent creatures from entering or leaving an area.

ANGER THE SLEEPING EARTH

Level: 4
Duration: 1 round

Your words shake the foundation of the earth, causing massive devastation and widespread mayhem.

By speaking this utterance, you cause the earth to tremble and quake violently. This utterance functions as an *earthquake* spell (*PH* 225) with a caster level equal to your truenamer level, except as noted here.

CONJUNCTIVE GATE

Level: 4
Duration: 1 minute

You forge a connection between this plane and another, temporarily linking them together with a swirling portal you speak into being.

By speaking this utterance, you create a portal between two planes—oval-shaped vertical doors full of swirling colors. This utterance functions as a *gate* spell (*PH* 234) with a caster level equal to your truenamer level, except as noted here.

DENY PASSAGE

Level: 4
Duration: 1 minute

You force an area to deny access to a group of creatures specified by your utterance. Crimson bars ward the area you name.

If your Truespeak check is successful, you can forbid creatures from entering the area of the utterance. Unless you allow a creature inside the area (an immediate action on your part), it is held at bay just outside the place as if affected by a *protection from evil* spell (although for this utterance, the alignment of the creature doesn't matter). Reddish prison bars appear briefly to block the creature's path, then disappear when the creature stops trying to enter the utterance's area. The bars are intangible to everyone else, and the affected creature can't interact with them in any way.

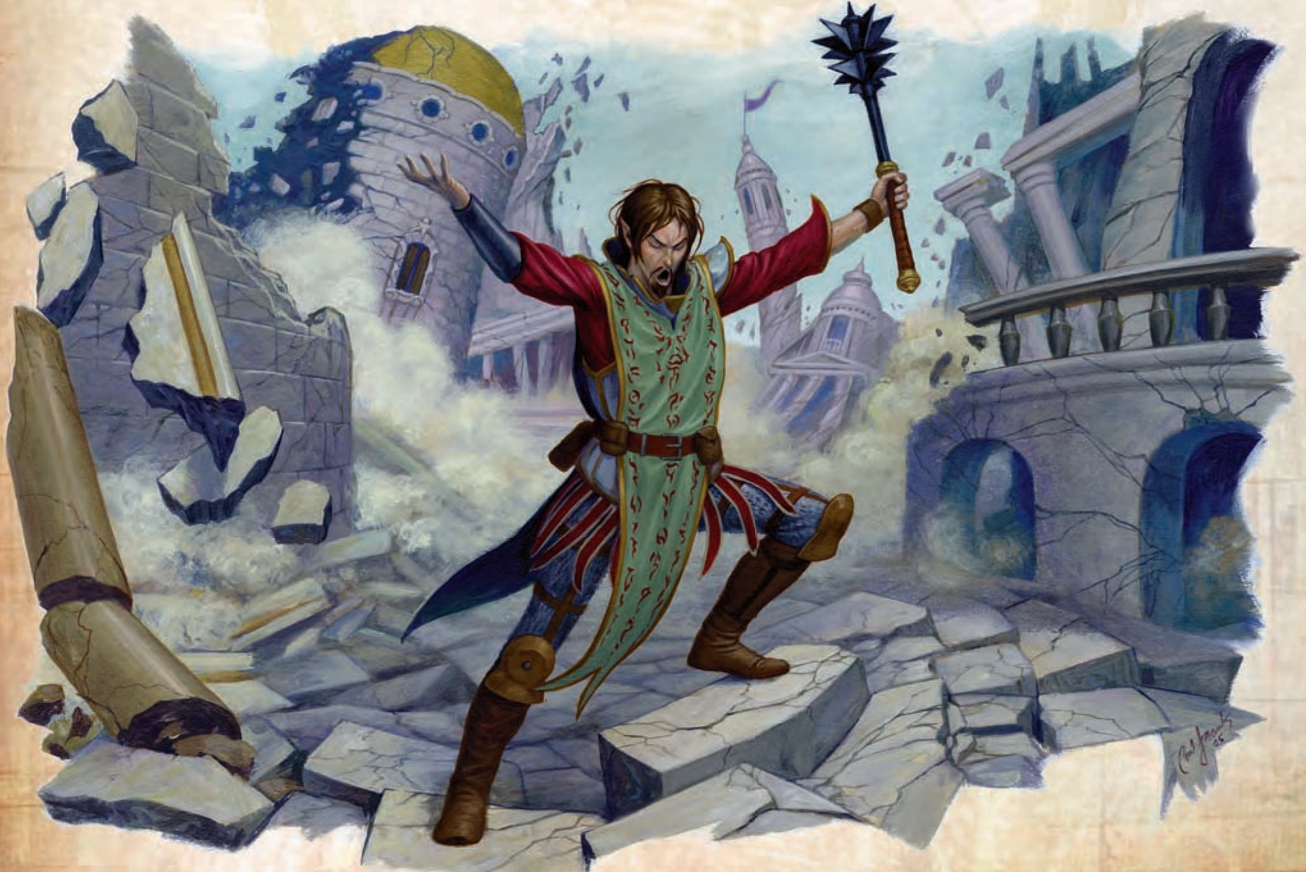
You likewise prevent creatures from leaving the truenamed place. Unless you allow a creature to leave (as an immediate action), it is held at bay at the boundary of the area, stymied by the reddish prison bars.

ENERGY VORTEX

Level: 2
Duration: 1 minute

Your words transform the nature of the air, turning it from harmless gas into a swirling mass of harmful energy.

You fill the air around your foes with energy, dealing damage. You choose the type of damage to deal when you speak this utterance: acid, cold, electricity, or fire. Creatures in the affected area take 2d6 points of energy damage, and an additional 2d6 points of damage at the beginning of each of their turns while they remain in the area.



Khetarin calls forth an upheaval of earth

Illus. by C. Frank

FOG FROM THE VOID

Level: 1
Duration: 1 minute

At your words, moisture in the air and ground condenses into a thick mist.

Your words create a thick, roiling cloud of black fog. This utterance functions as a *fog cloud* spell (PH 232), except as noted here.

If you add 10 to the DC of your Truespeak check, you can instead create a more substantial fog, which functions as a *solid fog* spell (PH 281) with a caster level equal to your truenamer level, except as noted here.

LORE OF THE WORLD

Level: 3
Range: 20 ft.
Area: 20-ft.-radius spread, centered on you
Duration: 1 minute

The world around you comes alive at your words, willing to share its ancient knowledge with you.

When you speak this utterance, you gain the ability to communicate with the world around you. Speaking in voices that only you can hear, the earth, trees, water, and even the wind respond to your request for information. This utterance functions as a *stone tell* spell (PH 284) with a caster level equal to your truenamer level. In addition to the information described in the spell, the environment in the area of the utterance can also tap the knowledge of the land nearby, and can give you the direction and distance to a location you seek within one mile. You must know the name of the specific location you are trying to locate to use this aspect of the utterance. If multiple locations exist within the area that match the name of the place you seek, the land gives you the direction and distance to the closest one.

For example, if you seek the Temple of Nerull, and it is within the maximum range, you can learn the exact distance and direction from the spot of the utterance that the temple lies.

MASTER THE FOUR WINDS

Level: 3
Duration: 1 minute

The air reacts to your utterance, obeying your every command.

By speaking this utterance, you can bend the air to your will. This utterance functions as a *control winds* spell (PH 214) with a caster level equal to your truenamer level, except as noted here. All within range hear the words of your utterance, carried on the winds you control throughout the utterance's duration.

SHIELD OF THE LANDSCAPE

Level: 1
Duration: 1 minute
Area: 20-ft.-radius spread, centered on you

You cause the ground to alter its basic form, creating cover for your allies, or removing it for your foes.

You can temporarily create or remove natural obstacles that provide cover. An object that provides total cover in the affected area now provides only cover, and any object that provides cover no longer does so. Any small outcroppings of rock, clumps of shrubberies, and even the trunks of trees in the affected area wither and shrink from in front of your foes.

Alternatively, you can create small outcroppings of cover behind which you and your allies can hide. You must be standing on a natural surface, such as earth or unworked stone, to use this effect. Each creature of Medium size or smaller in the area gains the benefit of cover from the outcroppings, which are not substantial enough to hinder movement through these squares. These outcroppings do not provide cover against adjacent foes (although they do help against reach attacks).

After the utterance's duration expires, the affected natural obstacles resume their normal shape and position, growing back to their original forms in a second or two.

SHOCKWAVE

Level: 1
Duration: 1 round
Saving Throw: Fortitude negates

By speaking this utterance, you order the air to pulse violently, knocking creatures in the area to the ground.

You speak words of power that cause the air to convulse outward in a pulse of violent energy. A violent shock wave travels through the air, and creatures in the area must make Fortitude saves or be knocked prone and take 1d4 points of nonlethal damage. Creatures that are exceptionally stable—such as those with the stability racial trait or with four or more legs—gain their usual stability bonus (usually +4) on this save.

SPEAK ROCK TO MUD

Level: 2
Duration: 1 minute

With a word, you create an area of viscous, sucking mud.

You change the fundamental nature of solid stone in the affected area, turning it into thick mud. This utterance functions as a *transmute rock to mud* spell (PH 295) with a caster level equal to your truenamer level, except as noted here.

THWART THE TRAVELER

Level: 3
Duration: 1 minute

The air grows thick and heavy, making extradimensional travel impossible.

By speaking this utterance, you prevent any extradimensional travel in the area. This utterance functions as a *dimensional lock* spell (PH 221) with a caster level equal to your truenamer level, except as noted here. Whenever a creature uses a spell or spell-like ability to attempt to leave, it is briefly surrounded by a blue nimbus and finds—probably to its surprise—that it hasn't gone anywhere.

TRANSFORM THE LANDSCAPE

Level: 2
Duration: 1 minute

You can cause the ground to crack and split beneath your enemies' feet, impeding their progress, or you can smooth the ground beneath the feet of your allies, making their passage easier.

You can temporarily create or remove difficult terrain (PH 148) in the affected area. You can cause the natural terrain in the area to buckle and crack, making it much more difficult to traverse. The difficult terrain does not obscure line of sight or provide cover.

Alternatively, you can smooth an area of difficult terrain for your allies, eliminating penalties to movement or skill checks the terrain would normally impose. Eliminating difficult terrain with this utterance does not eliminate terrain features that provide cover.

As you deliver this utterance, the ground shifts and flows to take on the characteristics you seek, eroding obstacles impossibly quickly or creating new debris through minor temblors.

For the purposes of smoothing difficult terrain, light rubble, dense rubble, and undergrowth (all described in Chapter 3 of the *Dungeon Master's Guide*) all count as difficult terrain when using this utterance.

After the utterance's duration expires, the affected terrain resumes its normal shape and position.

> *"Andraquo'quenesh-nashamsellek!"*
>
> —Utterance of *hidden truth,* delivered by Hautorr of the Nine Daggers when seeking fiendish truenames for future binding

TRUENAME SPELLS

The following spells involve truenames in some way. Most have a truename component (T), meaning that the caster must succeed on a Truespeak check to have the spell function as desired. The Truespeak check takes no additional time beyond that required for the spell itself, and it doesn't provoke additional attacks of opportunity separately from casting the spell.

BARD SPELLS

1ST LEVEL

Beckon Person: Force a humanoid to approach you against its will.

Scramble True Position: Teleport your foes 10 feet in a random direction, knocking them over.

2ND LEVEL

Augment Truefriend: Subject gains +2 to Str, Dex, and Con for 1 min./level.

Horror of the Spoken Name: Frighten creature that hears its own truename.

3RD LEVEL

Beckon Monster: Force a creature to approach you against its will.

4TH LEVEL

Spurn the Supernatural: Suppresses one or more of a foe's supernatural abilities.

6TH LEVEL

Expunge the Supernatural^{X}: Permanently eliminates a foe's supernatural ability.

Truename Dispel: Cancels spells and magical effects on a creature whose personal truename you know.

CLERIC SPELLS

1ST LEVEL

Scramble True Position: You teleport your foes 10 feet in a random direction, knocking them over.

2ND LEVEL

Augment Truefriend: Subject gains +2 to Str, Dex, and Con for 1 min./level.

Horror of the Spoken Name: Frighten creature that hears its own truename.

True Prayer of the Faithful: Allies gain +1 bonus on most rolls.

3RD LEVEL

Bane of the Archrival: +4 to AC and saves, counter mind control, and keep specific truenamed enemy away.

4TH LEVEL

True Prayer of the Chosen: You gain +3 AC and save bonus.

5TH LEVEL

Spurn the Supernatural: Suppresses one or more of a foe's supernatural abilities.

6TH LEVEL

Hidden Truename: Subject's personal truename is hard to discover through research.

8TH LEVEL

Expunge the Supernatural^{X}: Permanently eliminates a foe's supernatural ability.

Ritual of Renaming^{X}: You give a creature a new personal truename, expunging the old one.

True Banishment: Banishes an extraplanar creature whose personal truename you know.

Truename Dispel: Cancels spells and magical effects on a creature whose personal truename you know.

9TH LEVEL

Word of Genesis^{X}: You instigate a new demiplane on the Astral Plane.

DRUID SPELLS

2ND LEVEL

Augment Truefriend: Subject gains +2 to Str, Dex, and Con for 1 min./level.

4TH LEVEL

Warp Truename: Gives foe a temporary form that's grotesque and useless.

5TH LEVEL

Spurn the Supernatural: Suppresses one or more of a foe's supernatural abilities.

6TH LEVEL

Hidden Truename: Subject's personal truename is hard to discover through research.

8TH LEVEL

Expunge the Supernatural^{X}: Permanently eliminates a foe's supernatural ability.

Ritual of Renaming^{X}: You give a creature a new personal truename, expunging the old one.

Truename Dispel: Cancels spells and magical effects on a creature whose personal truename you know.

PALADIN SPELLS

2ND LEVEL

True Prayer of the Faithful: Allies gain +1 bonus on most rolls.

3RD LEVEL

Bane of the Archrival: +4 to AC and saves, counter mind control, and keep specific truenamed enemy away.

True Prayer of the Chosen: You gain +3 AC and save bonus.

SORCERER/WIZARD SPELLS

1ST LEVEL

Conj **Bulwark of Reality:** Bonus to AC equal to half your level (+5 minimum).

Scramble True Position: You teleport your foes 10 feet in a random direction, knocking them over.

Ench **Beckon Person:** Force a humanoid to approach you against its will.

2ND LEVEL

Necro **Horror of the Spoken Name:** Frighten creature that hears its own truename.

Trans **Augment Truefriend:** Subject gains +2 to Str, Dex, and Con for 1 min./level.

3RD LEVEL

Abjur **Bane of the Archrival:** +4 to AC and saves, counter mind control, and keep specific truenamed enemy away.

4TH LEVEL

Ench **Beckon Monster:** Force a creature to approach you against its will.

Trans **Warp Truename:** Gives foe a temporary form that's grotesque and useless.

5TH LEVEL

Abjur **Spurn the Supernatural:** Suppresses one or more of a foe's supernatural abilities.

Conj **Truename Binding, Lesser**^{X}: Enslaves extraplanar creature of CR 6 or less with the power of its truename.

6TH LEVEL

Abjur **Hidden Truename:** Subject's personal truename is hard to discover through research.

7TH LEVEL

Conj **Truename Binding^{X}:** Enslaves extraplanar creature of CR 10 or less with the power of its truename.

8TH LEVEL

Abjur **Expunge the Supernatural^{X}:** Permanently eliminates a foe's supernatural ability.
Truename Dispel: Cancels spells and magical effects on a creature whose personal truename you know.

Trans **Ritual of Renaming^{X}:** You give a creature a new personal truename, expunging the old one.

9TH LEVEL

Conjur **Truename Binding, Greater^{X}:** Enslaves extraplanar creature of CR 14 or less with the power of its truename.

Necro **Unname:** Erase a creature from reality.

AUGMENT TRUEFRIEND

Transmutation
Level: Bard 2, cleric 2, druid 2, sorcerer/wizard 2
Components: V, S, T
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

With a red flash, your named ally looks slightly more muscular and heavily built. He seems to quiver with anticipation of coming action.

The spell grants the subject a +2 enhancement bonus to Strength, Dexterity, and Constitution. All the usual benefits to better modifiers apply: attack rolls, melee damage rolls, hit points, and so on.

Truename Component: When you cast this spell, you must correctly speak the personal truename of the creature you're augmenting.

BANE OF THE ARCHRIVAL

Abjuration
Level: Cleric 3, paladin 3, sorcerer/wizard 3
Components: V, S, T
Casting Time: 1 standard action
Range: Touch
Area: 20-ft.-radius emanation centered on a point in space
Duration: 1 minute/level
Saving Throw: See text
Spell Resistance: No; see text

As you complete the spell and pronounce the truename, a silvery shimmer is faintly visible in the area you indicated, which pulses angrily if your truename foe comes near.

This spell protects those within its area against a single named foe, doing so in three ways.

First, the area is forbidden to the creature. It must make a successful Will save to enter it by any means (movement, teleportation spells, and so on). If it fails its Will save and was endeavoring to use a teleportation spell to enter the area, it is shunted to a random open space on a suitable surface within 10 feet of the protected area. If no free space is available within 10 feet, the spell simply fails. The creature can try to enter the area only once during its turn, but can continue to try on subsequent rounds. Even if the named creature gets inside the barrier, the other aspects of the spell function normally.

Second, all creatures within the area gain a +4 deflection bonus to AC against attacks from the named creature, and a +4 resistance bonus on saving throws required by the named creature's spell effects and special attacks.

Third, the barrier blocks any attempt to possess or exercise mental control over those within the spell's area by the named creature, including enchantment (charm) effects and enchantment (compulsion) effects that grant ongoing control over the subject. *Bane of the archrival* suppresses these effects for the duration of the spell or as long as the subject remains within the spell's area.

Truename Component: When you cast this spell, you must correctly speak the personal truename of the creature you're protecting against.

BECKON PERSON

Enchantment (Compulsion) [Mind-Affecting]
Level: Bard 1, sorcerer/wizard 1
Components: V, S, T
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One humanoid creature
Duration: 1 round; see text (D)
Saving Throw: Will negates
Spell Resistance: Yes

With a crook of your finger and some spoken truenames, you urge a creature closer. The creature's eyes turn solid blue as it shambles toward you.

This simple enchantment weaves truenames for "approach" and "closer" into a spell that forces the subject to move closer to you.

If you succeed on the Truespeak check and the creature fails its saving throw, it must move at least 10 feet closer to you each round if able. The creature can choose its own path and means of locomotion, but if it can, it must end its turn at least 10 feet closer to you than it started. The creature defends itself normally and can take whatever actions it likes, so long as it moves closer to you every turn. The creature can move toward you faster than 10 feet per round if it likes.

When the creature is adjacent to you, it acts normally unless you move away. If you move away, it must move 10 feet per round closer to your new location if it can.

The *beckon person* spell lasts for at least 1 round, but it might last longer if you excel at the Truespeak check (described below).

Truename Component: When you cast this spell, you must correctly speak the truenames associated with movement and approach. You learn these truenames when you learn this spell. The Truespeak DC to cast this spell is 15; you add 2 rounds to the duration for every 5 points by which you exceed the DC.

BECKON MONSTER

Enchantment (Compulsion) [Mind-Affecting]
Level: Bard 3, sorcerer/wizard 4
Components: V, S, T
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 1 round; see text (D)
Saving Throw: Will negates
Spell Resistance: Yes

This spell functions like *beckon person*, except that the effect is not restricted by creature type or size.

BULWARK OF REALITY

Conjuration (Creation) [Force]
Level: Sorcerer/wizard 1
Components: V, S, T
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level (D)

You utter your own truename, weaving its power into a matrix of force-tentacles that shimmer briefly, then descend around your form.

A faintly glowing silvery field of force surrounds you, providing you with a +6 armor bonus to Armor Class.

Unlike mundane armor, the *bulwark of reality* entails no armor check penalty, arcane spell failure chance, or speed reduction. Because the *bulwark of reality* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Truename Component: When you cast this spell, you must correctly speak your own personal truename.

EXPUNGE THE SUPERNATURAL

Abjuration
Level: Bard 6, cleric 8, druid 8, sorcerer/wizard 8
Components: V, S, T, XP
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Permanent
Saving Throw: Fortitude negates
Spell Resistance: Yes

As you cast the spell, a ghostly, grasping hand appears to reach inside your foe, pull out a black, cloudy mass before disappearing.

This spell functions as *spurn the supernatural*, except that its effect is permanent and it eliminates only one supernatural ability, no matter how high your Truespeak check.

Your target loses the chosen supernatural ability until it undergoes a *ritual of renaming* or is the target of a *wish* or *miracle* spell. If the subject has a temporary supernatural ability (such as those granted to binders by vestiges), it loses that ability, but this spell does nothing to prevent the subject from gaining the same or other supernatural abilities later.

Truename Component: When you cast this spell, you must correctly speak the personal truename of the creature you're targeting.

XP Cost: 500 XP.

HIDDEN TRUENAME

Abjuration
Level: Cleric 6, druid 6, sorcerer/wizard 6
Components: V, S, T
Casting Time: 1 minute
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature with an Intelligence score of 3 or higher
Duration: 24 hours
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You chant a personal truename in an ever-quieter voice as you slowly lower your hand and crouch, trying to erase traces of the personal truename from the cosmos.

The subject gains protection from those who would use her personal truename for ill purposes, and a modicum of defense against utterances that use more general truenames. The subject of a *hidden truename* spell gets a +2 bonus on saving throws against utterances.

In addition, those trying to research the personal truename of a creature protected by *hidden truename* take a –8 penalty on the Knowledge check required to do so. (Truename research rules are detailed on page 196.)

Truename Component: When you cast this spell, you must correctly speak the personal truename of the creature you're trying to protect.

HORROR OF THE SPOKEN NAME

Necromancy [Fear, Mind-Affecting]
Level: Bard 2, cleric 2, sorcerer/wizard 2
Components: V, S, T
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1d4 rounds or 1 round; see text
Saving Throw: Will partial
Spell Resistance: Yes

You practically howl the truename of your foe, screaming with as much imposing hatred as you can muster.

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 10 or more Hit Dice have immunity to this effect.

Horror of the spoken name counters and dispels *remove fear.*

Truename Component: When you cast this spell, you must correctly speak the truename of the creature you're targeting.

RITUAL OF RENAMING

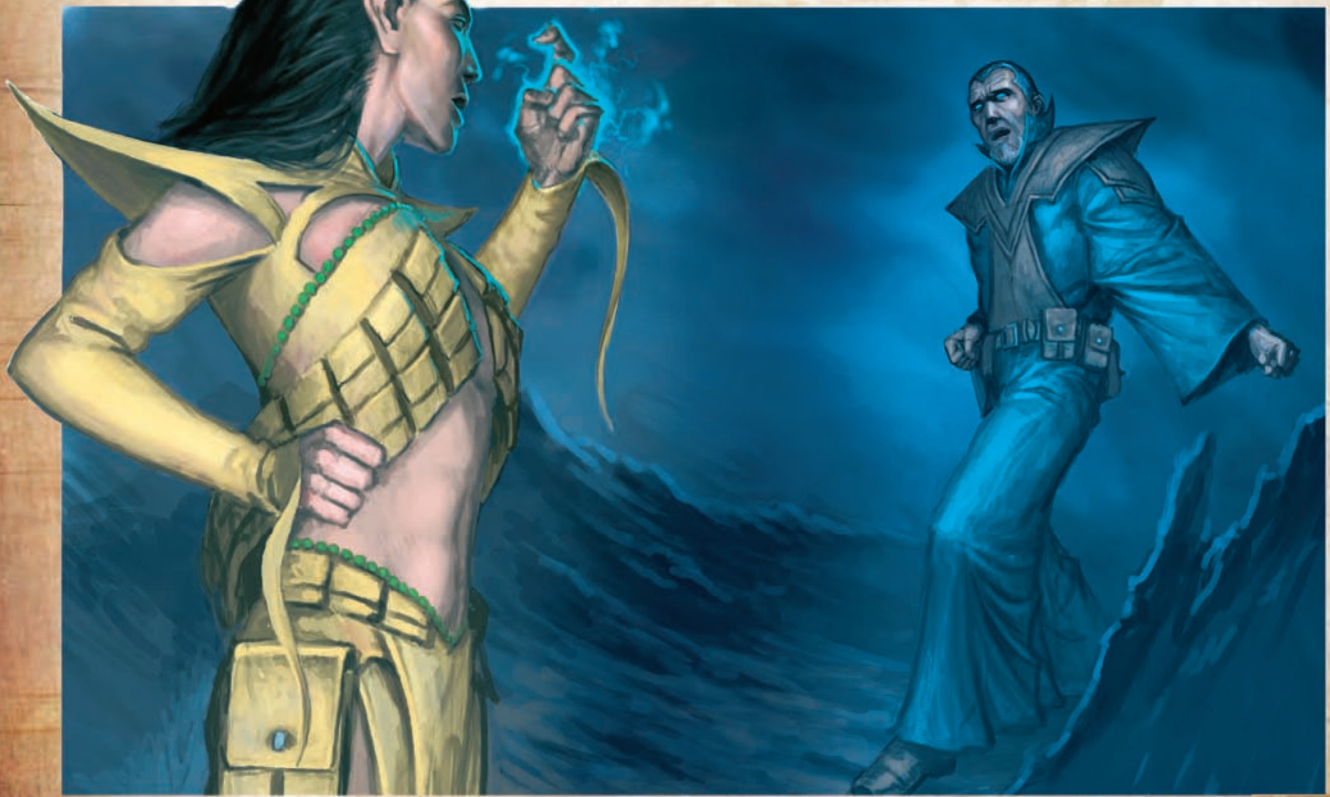
Transmutation
Level: Cleric 8, druid 8, sorcerer/wizard 8
Components: V, S, T, XP
Casting Time: 1 hour
Range: Touch
Target: One willing creature with a Intelligence score of 3 or higher
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

Repeatedly waving your hand over the subject and repeating both the old and the new personal truename, you magically meld them with the power of your voice until the old name is no more.

When an archrival learns your personal truename, that enemy has a great degree of power over you. If your personal truename spreads to other hostile forces and factions, you might find yourself uniquely vulnerable to their machinations. Only a *ritual of renaming* will give you a new personal truename.

Once complete, the *ritual of renaming* gives the target a new personal truename that is known to the caster, the target, and everyone in attendance. Anyone who previously used research techniques (see page 196) to learn the target's personal truename will discover that the old truename doesn't work anymore.

Truename Component: When you cast this spell, you must make a successful Truespeak check to correctly speak both



Mialee uses beckon person to bring her enemy closer

Illus. by E. Polak

the old personal truename of the creature you're renaming and the new personal truename. If you fail the check, the spell fizzles and you lose the XP.

XP Cost: 500 XP.

SCRAMBLE TRUE POSITION

Conjuration (Teleportation)
Level: Bard 1, cleric 1, sorcerer/wizard 1
Components: V, S, T
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10-ft.-radius spread
Duration: Instantaneous
Saving Throw: Reflex partial; see text
Spell Resistance: Yes

You utter truenames for directions with great rapidity as you gesture toward where you're casting the spell. With a sizzle and a flash, those within the spell's radius disappear, then reappear somewhere nearby.

The *scramble true position* spell can wreck an enemy's carefully constructed defenses or highly regarded plan of attack by randomly moving them around. You can't control where your enemies reappear, but they might fall off a precipice or wind up between your rogue and fighter allies.

When you cast the spell, make a single Truespeak check. Then compare your result to the DC to move each creature: 15 + (2 × CR). If you meet or exceed the DC for a creature, move that creature 2 squares in a random direction using the "targeted on square" part of the diagram on page 158 of the *Player's Handbook*. The *scramble true position* spell can't send a creature into a square occupied by solid matter or another creature, but it can send a creature into a dangerous place (into lava or off a cliff, for example). Make the comparison and movement in descending CR order. If multiple targets have the same CR, the caster chooses the order in which to relocate them. If you can't move a target 2 squares in a particular direction, move it 1 square, or it disappears and reappears in the same square if relocation is impossible.

Having their true locations disrupted with this spell can be disorienting for the subjects. Every creature that you move with this spell (even those who reappear in the same square they started in) must succeed on a Reflex save or fall prone.

Truename Component: When you cast this spell, you must correctly speak the truenames for cardinal directions and movement, which you learn with the spell. This check has no set DC, but if your Truespeak check result is lower than 15 + (2 × creature's CR) for the lowest CR creature in the area, then *scramble true position* has no effect.

SPURN THE SUPERNATURAL

Abjuration
Level: Bard 4, cleric 5, druid 5, sorcerer/wizard 5
Components: V, S, T
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Concentration, up to 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

Your make your hand into a grasping claw as you speak your foe's truename, stealing some of its supernatural energy, which appears as a miniscule storm-cloud in your hand.

With this spell, you can temporarily suppress a supernatural ability possessed by the target creature. For the duration of the spell, the target is unable to activate the supernatural ability you have chosen. Extraordinary and spell-like abilities aren't affected by this spell.

If you succeed on the Truespeak check, you can suppress one of the creature's supernatural abilities, plus another supernatural ability for every 5 points by which your result beat the Truespeak DC.

Truename Component: When you cast this spell, you must correctly speak the personal truename of the creature you're targeting.

TRUE BANISHMENT

Abjuration
Level: Cleric 8
Components: V, T
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One extraplanar creature
Duration: Instantaneous; see text
Saving Throw: None
Spell Resistance: Yes

You thrust your holy symbol at the creature as you speak its truename, sending it back whence it came in a swirl of flame and brimstone.

This spells functions like the *banishment* spell, except that it requires a successful Truespeak check to function and allows no saving throw (spell resistance still applies, though.)

The *true banishment* spell affects only a single creature, but there's no Hit Dice limit other than the one implicit in the Truespeak check DC.

Objects that the target hates, fears, or opposes don't grant bonuses on the level check to overcome the creature's spell resistance.

If *true banishment* is successful, the target cannot return to the plane it was banished from for one month per caster level—unless it learns and correctly speaks the spellcaster's personal truename, in which case the prohibition no longer applies.

Truename Component: When you cast this spell, you must correctly speak the personal truename of the creature you're trying to banish.

TRUE PRAYER OF THE CHOSEN

Transmutation
Level: Cleric 4, paladin 3
Components: V, S, DF, T
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

Raising your eyes to the skies, you speak your own truename to your patron deity, asking for protection as your mission takes you into harm's way. A golden coruscation surrounds you.

True prayer of the chosen grants you a +3 insight bonus on saving throws and to Armor Class. For the duration of the spell, you are protected by the power of your deity, who gives you divine insight into the threats you're about to face.

Truename Component: When you cast this spell, you must correctly speak your personal truename.

TRUE PRAYER OF THE FAITHFUL

Transmutation
Level: Cleric 2, paladin 2
Components: V, DF, T
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One or more creatures, no two of which are more than 30 ft. apart; see text
Duration: 1 round/level; see text
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Raising your eyes to the skies, you concentrate on a brief prayer using the true language of the universe, using truename power to ask for the favor of your patron deity. A flashing, brassy mote of energy spins around those you target.

When you cast *true prayer of the faithful*, you ask your patron deity to give your allies (possibly including yourself) a measure of divine aid. The subjects of this spell gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks.

This spell automatically affects a single target if you succeed on the required Truespeak check. But the higher your Truespeak check result, the more creatures you can affect (see below).

Truename Component: When you cast this spell, you must correctly speak a truename associated with your deity. You learn this truename when you learn this spell. It's not your deity's truename, but a term associated with divine assistance. The Truespeak DC is 20, and you can have the *true prayer of the faithful* affect one additional creature for every 5 points by which you exceed the Truespeak DC. In addition, you gain an extra round of duration for every personal truename of a target creature you speak during the casting of the spell; your patron deity is better able to identify and assist your friends if you tell the deity their personal truenames.

TRUENAME BINDING

Conjuration (Calling)
Level: Sorcerer/wizard 7
Components: V, S, T, XP
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels); see *lesser planar binding* text
Target: One elemental or outsider of CR 10 or less
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: No and yes; see *lesser planar binding* text

This spell functions like *lesser truename binding*, except that you can call a single creature of CR 10 or less.

XP Cost: 200 XP.

TRUENAME BINDING, LESSER

Conjuration (Calling)
Level: Sorcerer/wizard 5
Components: V, S, T, XP
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels); see *lesser planar binding* text
Target: One elemental or outsider of CR 6 or less
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: No and yes; see *lesser planar binding* text

With a flourish of your hands, the creature appears in the magic trap you have laid. You threaten it with the power of its personal truename, and it hangs its head as it agrees to perform a service on your behalf.

This spell functions like *lesser planar binding*, except that you can call a single creature of CR 6 or less, and you must know its personal truename to call it.

Once you demonstrate mastery of that truename with a successful Truespeak check, you can compel the creature to perform a service on your behalf. If you roll a 1 on the Truespeak check required by this spell, the creature breaks free of the binding and can escape or attack you.

The creature gets its Will save and spell resistance as normal for *lesser planar binding*. If the creature does not break free, you attempt to compel the creature to perform a service not with opposed Charisma checks, but with the Truespeak check you made when you cast the spell. The bound creature opposes this check with either a Truespeak check, saying its own personal truename, or a Charisma check.

If you can assign an open-ended task, such as "defend me against attack," the service lasts for one day. Once the requested service is performed, the creature need only so inform you to be instantly sent back whence it came. You can extend the creature's duration of service with a particularly high Truespeak check. For every 5 points by which your Truespeak check (made when you cast the spell) exceeds the creature's Truespeak or Charisma check, the duration of the creature's service is extended by one additional day.

Truename Component: When you cast this spell, you must correctly speak the personal truename of the target creature you're trying to bind to service.

XP Cost: 100 XP.

TRUENAME BINDING, GREATER

Conjuration (Calling)
Level: Sorcerer/wizard 9
Components: V, S, T, XP
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels); see *lesser planar binding* text
Target: One elemental or outsider of CR 14 or less
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: No and yes; see *lesser planar binding* text

This spell functions like *lesser truename binding,* except that you can call a single creature of CR 14 or less.

XP Cost: 300 XP.

TRUENAME DISPEL

Abjuration
Level: Bard 6, cleric 8, druid 8, sorcerer/wizard 8
Components: V, S, T
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

By speaking aloud the personal truename of your foe and pointing with arm outstretched, you cause a gray haze to swirl around your target briefly. Then the haze dissipates, carrying your enemy's magic with it.

This spell enables you to see the strands of magic surrounding your target and selectively separate them. This functions like the *dispel magic* spell, except that it always targets a creature, you learn the nature of each ongoing magical effect currently affecting the target creature, and effects you want to dispel are automatically removed (no caster level check is necessary). If you succeed on the Truespeak check, you can choose which effects you want to dispel. Thus, you can eliminate harmful effects while retaining beneficial ones—or vice versa.

Truename Component: When you cast this spell, you must correctly speak the personal truename of the creature you're targeting with *truename dispel.*

UNNAME

Necromancy
Level: Sorcerer/wizard 9
Components: V, S, T
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature with an Intelligence score of 3 or higher

SAMPLE BINDING TASKS

The description of the *planar binding* spells on pages 261–262 of the *Player's Handbook* offers general advice on services and rewards. No creature likes to be called with a *planar binding* or *truename binding* spell. The spell creates a trap and contains a strong element of coercion. Whenever a command is ambiguous, a bound creature will interpret it in the way most advantageous to itself. Unlike a summoned creature, a bound creature also has a robust desire to preserve its own life. It will take risks if it must, but will try to survive, too. Impossible or suicidal demands are never agreed to.

Most *truename binding* and *planar binding* spells prove efficacious to the caster. The cost of the spell generally provides suitable benefits. The rare occasions when a bound creature cleverly circumvents the casting should be noteworthy events with campaign relevance.

Here are some common sample duties.

Assassinate: The called creature might be ordered to kill a particular individual. Since most bound creatures don't have extensive information-gathering resources such as *scrying* spells or other divinations, the caster must be able to give precise information about the target and its location.

Defend: Sometimes a caster wants a bound creature to defend her or an ally against attack. Most often, the creature interprets this as attacking any creature that actively attacks the person whom it is assigned to protect. If several foes attack, the bound creature usually chooses to take out the weakest of them unless specific targets are designated. It won't attack a creature that has not attacked the person it wards.

Deliver: A bound creature might be assigned to deliver an item or a message. Savvy casters give precise instructions about the speed and method of travel.

Guard: Creatures often wind up having to guard an area against intruders or thieves. Bound creatures find duties such as this to be the most irksome, due to their open-ended nature. They often amuse themselves with thinking up ways to circumvent their orders. For instance, Blish, a water mephit, was bound to guard a particular room in a dungeon. The room happened to contain a great deal of gold. Blish chose to negotiate with an adventuring party that contained a distantly related mephling. Blish tossed all the gold out into the corridor and didn't attack the adventurers, who agreed not to enter the room, but instead to hunt down the spellcaster who bound the little mephit.

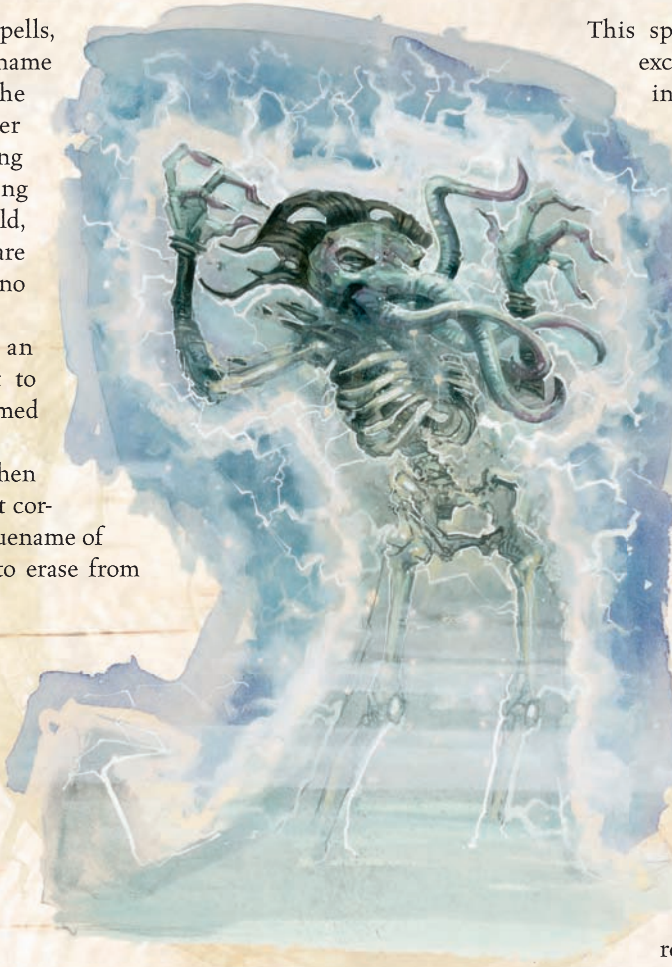
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

Remaining utterly still for a moment, you clench your fist and speak words of such potency that the creature you name simply ceases to exist. There's no fire, no flash, and no corpse. It's as if the creature you named never existed in the first place.

With this most powerful of spells, you erase a subject's truename from existence itself. The last thing the subject ever hears is your voice uttering its truename—then nothing but oblivion. Items worn, held, or carried by the creature are likewise obliterated with no save allowed.

Creatures killed with an *unname* spell are difficult to restore to life (see The Unnamed sidebar).

Truename Component: When you cast this spell, you must correctly speak the personal truename of the creature you're trying to erase from reality.



Unname reduces a mind flayer to nothingness

WARP TRUENAME

Transmutation
Level: Druid 4, sorcerer/wizard 4
Components: V, S, T
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude negates, then Will partial; see text
Spell Resistance: Yes

Ululations and nonsense syllables cascade from your mouth as you intentionally mispronounce your enemy's truename. Your foe's flesh takes on a gelatinous state and starts to fuse together, forming a bloblike figure where your enemy once stood.

This spell functions as *polymorph*, except that you change the subject into a horrid form as its features melt into only marginally recognizable protoplasm. The subject becomes an aberration with 10 Strength, 10 Dexterity, and 10 Constitution. Its new form has a slam attack appropriate for a creature of its size (see Table 5–1 on page 296 of the *Monster Manual*), a speed of 20 feet, and no other extraordinary or supernatural abilities.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, and loses its ability to cast spells (if it had the ability) for the duration of the spell.

Regardless of the second save, the subject still retains its class and level (or Hit Dice), as well as all benefits derived therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities. The subject has the same limbs it did before the *warp truename* spell, so it can still manipulate object and use equipment. The subject can still speak, albeit in a gurgling, pained voice.

Incorporeal or gaseous creatures have immunity to *warp truename*, and a creature with the shapechanger subtype (such as a lycanthrope or a doppelganger) can revert to its natural form as a standard action.

Truename Component: When you cast this spell, you must correctly speak the personal truename of the creature you're trying to warp.

THE UNNAMED

Returning a creature to life after it has succumbed to an *unname* spell is difficult to accomplish. *Resurrection* isn't possible without a body, and the soul has been expunged as well. This spell alters reality itself so that the named creature cannot live; without a truename, its existence would violate the fundamental laws of the universe.

In a 2-hour-long ceremony, a succession of spells needs to be cast. First, you perform a *ritual of renaming* to create a new personal truename for the creature you're trying to bring back from unnaming (this is an intentional exception to the target described in the *ritual of renaming* spell). Then a *true resurrection* spell must be cast to restore the soul (with its new personal truename) and life to the new body.

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WORD OF GENESIS

Conjuration (Creation)
Level: Cleric 9
Components: V, S, T, XP
Casting Time: Six days (8 hours/day)
Range: 100 ft. (see text)
Effect: A demiplane coterminous with the Astral Plane, centered on your location
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

From the silvery haze of the Astral plane, you begin to weave tendrils of mist as you speak words of power. Floating in space, you begin to construct reality anew with your words and gestures.

You create a finite plane with limited access: a demiplane. Demiplanes created by this spell are very small, very minor planes.

This spell works best when cast while you are on the Astral Plane (various spells allow access to these planes, including *plane shift* and *gate*). Casting this spell creates a local density fluctuation that precipitates the creation of a demiplane.

At first, the fledgling plane has a 100-foot radius. Once created, it grows by 1 foot per week (approximately a 50-foot increase in radius per year). Once your demiplane is created, you can travel to it using *plane shift* or some other spell or permanent link that you arrange for separately.

You determine the environment within the demiplane when you cast *word of genesis*, reflecting most any desire you can visualize. You determine factors such as atmosphere, water, temperature, and the general shape of the terrain. This power cannot create life (including vegetation), nor can it create objects or constructed elements (such as buildings, roads, wells, dungeons, and so forth). You must add these details in some other fashion if you desire. You can't create lingering magical effects with this power; you have to add those separately, if desired. Similarly, you can't create a demiplane out of esoteric material such as silver or uranium; you're limited to stone and dirt. You can't manipulate the time trait on your demiplane; its time trait is as the Material Plane.

Once your demiplane is complete, you can cast the spell again and again, each time increasing its radius by another 100 feet.

Truename Component: When you cast this spell, you must correctly speak the truename of the place you're creating; the Truespeak DC is 50.

XP Cost: 1,000 XP.

TRUENAME MAGIC ITEMS

Items devoted to truename magic are relatively rare. Of course, truenamers use all manner of wondrous items, potions, armor, and weapons, but few care to devote the time and effort to creating items. The need for a reliable skill check for charged items also makes truenamers reluctant to risk their time, money, and experience points when they might fail. Indeed, even when truename items are made, their narrow focus prevents them from having universal appeal.

POTIONS

Any Lexicon of the Evolving Mind utterance of 1st or 2nd level can become a potion. The creator, or team of creators, must have the Brew Potion feat, know the specific utterance, and make a Truespeak check at the time the potion is brewed. The potion will work only for creatures up to the CR the Truespeak check would affect. These potions have standard gp and experience point costs as described on page 284 of the *Dungeon Master's Guide.*

This means that a character might create or buy a potion that will not work for her until she gains a level or two, or that be might be usable for only a short while.

SPELL TRIGGER OR SPELL COMPLETION ITEMS

Scrolls, staves, and wands are created to target a specific truename. This means that a scroll might be crafted to work against Zbavra the Witch-Queen, or a beneficial wand might have Tordek as the target.

The scroll targeting Zbavra might prove worthless if the Truespeak check failed to encompass her CR. Tordek might become so powerful that the wand no longer can affect him based on the Truespeak check. Few truespeakers are willing to bear the costs of such uncertain items.

However, some do. These specially crafted items can become the object of quests for those who want magic to overcome a powerful foe. Perhaps the player characters know that they will face Zbavra. They also might have ascertained that one of her previous enemies was a truespeaker named Gtharthan focused on destroying her. Legends speak of the extensive preparations he made to defeat the Witch-Queen and how he sought to ensure her destruction, even if his personal efforts failed. The party might seek out a repository of Gtharthan's items, which includes some truename scrolls or a staff that targets the vile witch.

WONDROUS ITEMS

Every truenamer with the resources to do so purchases an *amulet of the silver tongue.* Since making a Truespeak check is so vitally important to the truenamer, the item is an absolute must-have.

AMULET OF THE SILVER TONGUE

An *amulet of the silver tongue* makes its wearer better able to pronounce words clearly and correctly—a key aspect of the art of the truenamer.

Description: An *amulet of the silver tongue* depicts a grinning face with an open mouth. Naturally, most are fashioned from silver. Many have a pin on the back and are used as a cloak-clasp.

An *amulet*'s functions are subtle, although wearers seem to enunciate their words more clearly, whether they're uttering truenames or conversing normally.

Prerequisite: This item functions for any creature, but only those with the Truespeak skill benefit from wearing it.

Activation: An *amulet of the silver tongue* provides its bonus as long as it's worn.

Effect: The lesser version of the *amulet* grants a +5 enhancement bonus on Truespeak checks. A *greater amulet of the silver tongue* grants a +10 enhancement bonus.

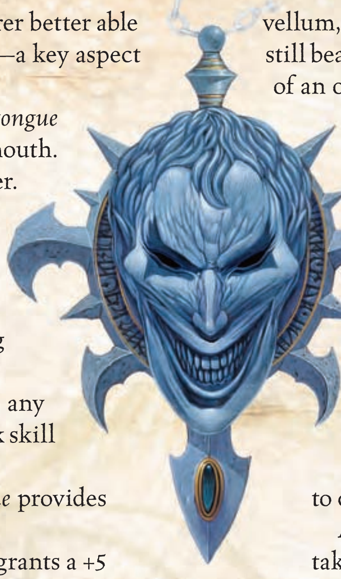
Aura/Caster Level: Moderate transmutation. CL 7th.

Construction: Craft Wondrous Item, *glibness*, Truespeak 5 ranks (lesser) or Truespeak 10 ranks (greater), 1,250 gp (lesser) or 5,000 gp (greater), 100 XP (lesser) or 400 XP (greater), 3 days (lesser) or 10 days (greater).

Variants: Divine spellcasters sometimes use *vestments of the silver tongue* (+625 gp for lesser and +5,000 gp for greater). Amulets are problematic for clerics and druids because so many wear *periapts of Wisdom*.

Weight: —.

Price: 2,500 gp (lesser), 10,000 gp (greater).



Amulet of the silver tongue

Illus. by W. England

"Gradokrina'whoventenaa-hretheneth!"

—Utterance of *breath of cleansing*, delivered by Andrunika while captured by the Mummy Lords of the Eight

ARTIFACTS

The power and force of truename magic is contained in several artifacts of incredible power.

BOOK OF TRUE BINDS

The *Book of True Binds* is a legendary item coveted by those who practice truename binding.

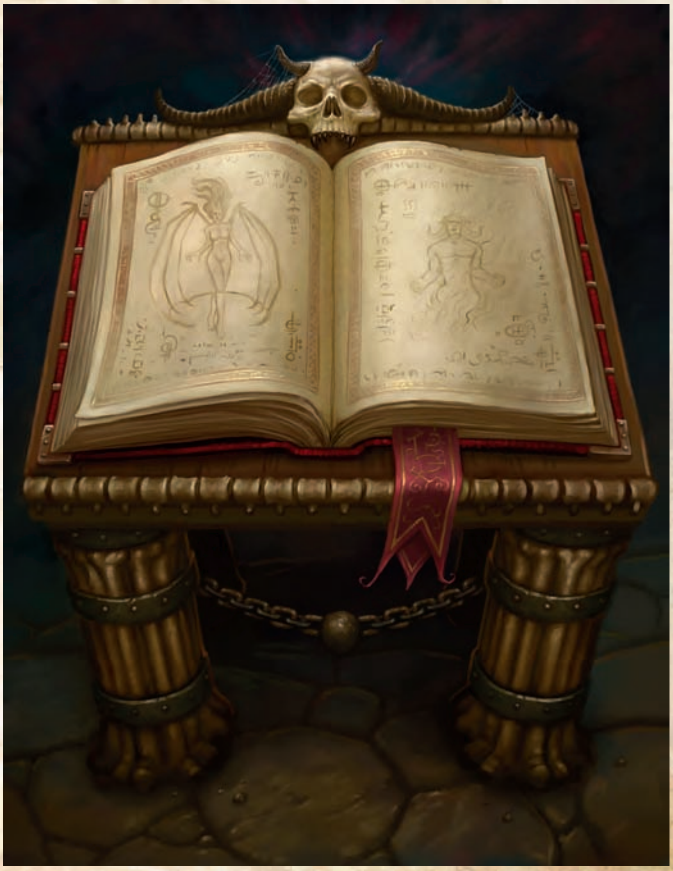
Description: The *Book of True Binds* is a massive tome 2 feet wide and 3 feet tall. The book's binding appears to be of maroon leather, embedded with silver, cold iron, and adamantine runes depicting a variety of summoning circles. When held, the person touching the tome hears a susurration of telepathic whimpers, screams, and wails of despair.

This massive tome contains hundreds of pages of thick vellum, but most of them are blank. Only twenty pages still bear inscriptions. Each page contains the truename of an outsider or elemental of great power, even more potent than those summonable by a *greater truename binding* spell.

It is said that long ago every page of this book was filled with a creature's name and description, but as the creatures died, the corresponding pages about them went blank. Outsiders and elementals are eternal creatures that do not die natural deaths, so scholars speculate that they must have died in battle, but a few wonder if being bound by the book might have caused more than one such creature to commit suicide.

Activation: A page from the *Book of True Binds* take 10 minutes to read aloud.

Effect: Each of the twenty pages of the book contains the truename and description of a creature of CR 15 to CR 20. Reading a page aloud summons the creature as if by a *truename binding* spell. The reader can negotiate with the creature using either a Charisma check or a Truespeak check. If the reader rolls a 1, the creature will endeavor to take the book away or, failing that, kill the reader.



Book of True Binds

Illus. by H. Lyon

If a creature is killed either while bound or not, the page corresponding to that creature turns blank.

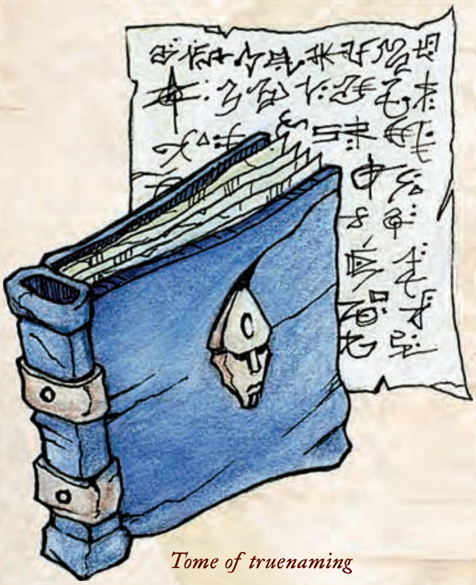
Aura/Caster Level: Strong conjuration. CL 20th.

Weight: 30 lb.

TOME OF TRUENAMING

Several copies of the minor artifact known as the *tome of truenaming* are known to exist. The book enables the reader to learn and, if desired, change her own truename.

Description: Bound with azure blue cloth, a *tome of truenaming* is a small square book, measuring only a handspan in diameter with only a few pages made of fine, transparent onion-skin-fine paper. The paper appears to be filled with tiny script.



Tome of truenaming

Activation: Despite its small size, a *tome of truenaming* takes one week to read.

Effect: To each reader, the book is a perfect biography of his life. The volume reveals to the reader the most personal and intimate details about him and recounts every major and many minor events of his life. The effect of this is to reveal to the reader his personal truename.

Aura/Caster Level: Strong abjuration. CL 18th.

Weight: —.

Illus. by S. Roller

TRUENAME MONSTERS

Truename monsters are physical embodiments of Truespeech—living examples of the power of the primal words of creation. Whether the result of some natural process or the result of some terrible perversion of Truespeech, these creatures turn the power of utterances against their foes.

ARCHON, WORD

Medium Outsider (Archon, Extraplanar, Lawful, Good)

Hit Dice: 10d8+60 (105 hp)

Initiative: +1

Speed: 30 ft. (6 squares), fly 80 ft. (good)

Armor Class: 24 (+1 Dex, +6 natural, +7 +2 *breastplate*), touch 11, flat-footed 23

Base Attack/Grapple: +10/+16

Attack: +1 *holy warhammer* +17 melee (1d8+10/×3 plus 2d6 holy)

Full Attack: +1 *holy warhammer* +17/+12 melee (1d8+10/×3 plus 2d6 holy)

Special Attacks: Utterances

Special Qualities: Aura of menace, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, spell resistance 18, tongues

Saves: Fort +13 (+17 against poison), Ref +8, Will +10

Abilities: Str 22, Dex 13, Con 23, Int 22, Wis 16, Cha 17

Skills: Concentration +19 (+23 speaking defensively), Diplomacy +18, Gather Information +5, Intimidate +16, Knowledge (arcana) +19 (+21 truename research), Knowledge (geography) +19 (+21 truename research), Knowledge (local) +19 (+21 truename research), Knowledge (nature) +19 (+21 truename research), Knowledge (the planes) +19 (+21 truename research), Listen +16, Search +19, Sense Motive +16, Spellcraft +21, Spot +16, Survival +3 (+5 on other planes, when following tracks, and when avoiding getting lost or hazards in aboveground natural environments), Truespeak +27

Feats: Combat Casting, Enlarge Utterance, Extend Utterance, Skill Focus (Truespeak)

Environment: Seven Mounting Heavens of Celestia

Organization: Solitary or patrol group (2–5)

Challenge Rating: 9

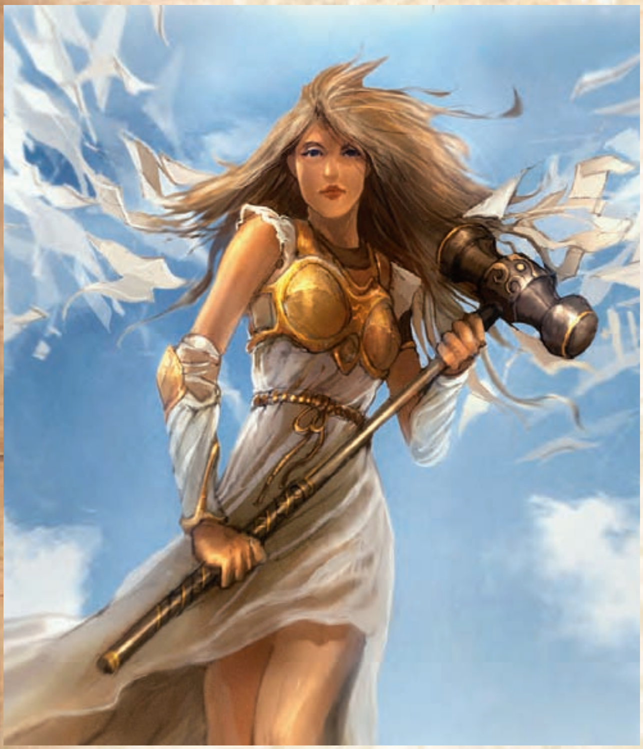
Treasure: Standard

Alignment: Always lawful good

Advancement: 11–25 HD (Medium); 26–30 HD (Large)

Level Adjustment: +6

Before you hovers a faintly glowing, bronze-skinned woman, held aloft by a cloud of parchment papers that spread behind her like wings. Each piece of paper has a different rune on it.



Word archon

The mission of a word archon is to protect such noble concepts as "virtue," "goodness," and "charity." Using the power of truenames, they travel far from Celestia to make sure such words inspire the good-hearted everywhere—and evildoers that face the wrath of a word archon's voice raised against them.

Word archons believe that truename magic is the most pure and perfect form of expression. They treat it as something sacred and holy. They view those who pervert it, such as logokron devils and garblers, as hideous abominations and will attack them on sight.

A word archon is about 7 feet tall and weighs from 150 to 200 pounds.

COMBAT

A word archon prefers to prepare the battlefield with a *shockwave* utterance, then speak a reversed *archer's eye* utterance to protect itself from ranged attacks before swooping into melee swinging its *+1 holy warhammers*. If foes are likely to retreat before its righteous onslaught, a word archon will resort to reversed *potent words of nurturing* to deal damage from a distance.

Utterances (Sp): Lexicon of the Evolving Mind: 4th—*potent word of nurturing;* 3rd—*incarnation of angels;* 2nd—*archer's eye.* Lexicon of the Perfected Map: 1st—*shockwave* (DC 18). Truenamer level 10th.

Aura of Menace (Su): A righteous aura surrounds word archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a DC 20 Will save to resist its effects. Those who fail take a –2 penalty on attack rolls, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Magic Circle Against Evil (Su): A magic circle against evil effect always surrounds an archon (caster level 10th). The defensive benefits from the circle are not included in an archon's statistics block.

Tongues (Su): All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Skills: A word archon is in touch with truename magic, and receives a +5 racial bonus on Truespeak checks (included in the statistics above).

WORD ARCHONS IN EBERRON

Word archons are part of the celestial host that battles evil on the barren plains of Shavarath, the Battleground. They serve as soldiers and guardians of any noncelestial allies, usually granting them the celestial template when engaged in battle.

WORD ARCHONS IN FAERÛN

Word archons live in the House of Knowledge. This plane possesses a strong tie to truename magic.

DEVIL, LOGOKRON

Large Outsider (Baatezu, Evil, Extraplanar, Lawful)

Hit Dice: 15d8+105 (172 hp)

Initiative: +10

Speed: 20 ft. (4 squares), fly 40 ft. (average)

Armor Class: 34 (–1 size, +1 Dex, +13 natural, +11 +3 *full plate*), touch 10, flat-footed 33

Base Attack/Grapple: +15/+24

Attack: +2 *thundering halberd* +22 melee (2d8+7/×3)

Full Attack: +2 *thundering halberd* +20/+15/+10 melee (2d8+7/×3) and +2 *thundering halberd* +20 melee (2d8+7/×3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Utterances, spell-like abilities, symbol of pain, *summon baatezu*

Special Qualities: Damage reduction 15/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 24, telepathy 100 ft.

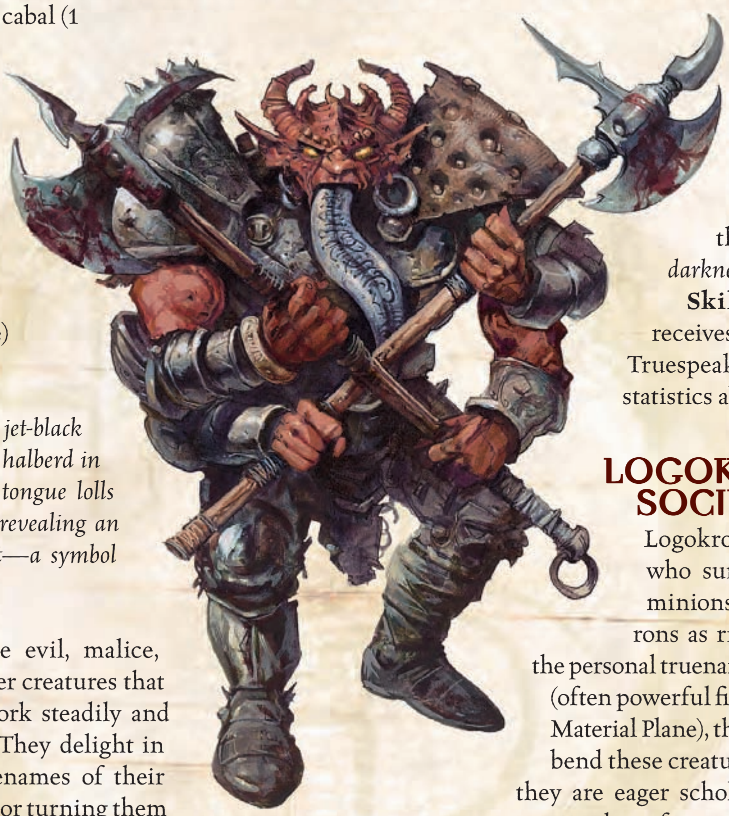
Saves: Fort +16, Ref +15, Will +14

Abilities: Str 21, Dex 23, Con 25, Int 26, Wis 20, Cha 17

Skills: Bluff +21, Concentration +25 (+29 speaking defensively), Diplomacy +25, Disguise +3 (+5 acting in character), Gather Information +5, Intimidate +23, Knowledge (arcana) +26 (+28 truename research), Knowledge (dungeoneering) +26 (+28 truename research), Knowledge (local) +26 (+28 truename research), Knowledge (nature) +26 (+28 truename research), Knowledge (religion) +26

Illus. by J. Zhang

(+28 truename research), Knowledge (the planes) +26 (+28 truename research), Listen +23, Sense Motive +23, Spellcraft +28 (+30 deciphering scrolls), Spot +23, Survival +7, Truespeak +36, Use Magic Device +21 (+23 scrolls)
Feats: Combat Casting, Improved Initiative, Multiweapon Fighting^{B}, Obscure Personal Truename, Personal Truename Backlash, Truename Research, Weapon Focus (halberd)
Environment: Nine Hells of Baator
Organization: Solitary or cabal (1 logokron devil and 1d3 barbed devils)
Challenge Rating: 14
Treasure: Standard coins, standard goods, double items
Alignment: Always lawful evil
Advancement: 16–33 HD (Large); 34–45 HD (Huge)
Level Adjustment: —



Logokron devil

This four-armed creature wears jet-black full plate and carries a bloody halberd in each pair of hands. Its wide tongue lolls several feet out of its mouth, revealing an eldritch symbol tattooed on it—a symbol that is painful to look at.

Logokron devils epitomize evil, malice, and scheming. They're clever creatures that lay long-term plans and work steadily and patiently to achieve them. They delight in learning the personal truenames of their foes, then tormenting them or turning them into slaves.

Lesser devils, such as barbed devils, fear and serve logokron devils. They perform all manner of services for the logokrons, including spying, fighting, and even menial tasks such as carrying messages. Most logokron devils have one or more barbed devils in attendance at all times.

A logokron devil is about 10 feet tall, weighs about 600 pounds, and speaks Abyssal, Celestial, Common, Draconic, Ignan, and Infernal.

COMBAT

A logokron devil observes its foes from a safe distance if it can, using minions to learn what its enemies are capable of. Then a logokron uses reversed *morale boost* to force some enemies to flee, while battering at others with reversed *critical words of nurturing*.

Utterances (Sp): Lexicon of the Evolving Mind: 5th—*critical word of nurturing* (reverse only), *preternatural clarity* (DC 20); 4th—*morale boost* (DC 20); 2nd—*hidden truth*. Truenamer level 15th.

Symbol of Pain (Su): The tattoo on the tongue of a logokron devil is a continuously active *symbol of pain* (as the spell, DC 20). All baatezu have immunity to a logokron devil's symbol of pain.

Summon Baatezu (Sp): Once per day, a logokron devil can attempt to summon 1d3 barbed devils or one ice devil with a 75% chance of success. This ability is the equivalent of a 6th-level spell.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *major image* (DC 20).

See in Darkness (Su): All baatezu can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Skills: A logokron devil receives a +10 racial bonus on Truespeak checks (included in the statistics above).

LOGOKRON DEVIL SOCIETY

Logokron devils are schemers who surround themselves with minions, but regard other logokrons as rivals. They seek to learn the personal truenames of powerful creatures (often powerful fiends and heroes from the Material Plane), then use their utterances to bend these creatures to their will. Because they are eager scholars in the discipline of truenames, they often travel the Material Plane to "research" the truenames they know.

LOGOKRON DEVILS IN EBERRON

Logokron devils fight in the endless battles on Shavarath. They can be mighty generals, but they often focus on conducting espionage and assassinating opposing leaders. They particularly hate word archons and go to great lengths to oppose them.

LOGOKRON DEVILS IN FAERÛN

Logokron devils reside in the Nine Hells. Many venture to Toril for the rich resources useful for furthering their ambitions on Baator. Occasionally, a logokron devil will take up residence in Toril, either as part of a pact it makes or in furtherance of its grander schemes.

Illus. by C. Critchlow

GARBLER

Small Aberration
Hit Dice: 11d8+66 (115 hp)
Initiative: +6
Speed: 20 ft. (4 squares), climb 20 ft.
Armor Class: 21 (+1 size, +2 Dex, +8 natural), touch 13, flat-footed 19
Base Attack/Grapple: +8/+4
Attack: Bite +12 melee (1d6)
Full Attack: 4 bites +12 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Random utterance, reverse utterance
Special Qualities: Blindsight 60 ft., immunities
Saves: Fort +9, Ref +5, Will +8
Abilities: Str 10, Dex 15, Con 22, Int 4, Wis 13, Cha 13
Skills: Balance +9, Escape Artist +9
Feats: Improved Initiative, Improved Natural Attack (bite), Weapon Finesse, Weapon Focus (bite)
Environment: Underground
Organization: Solitary
Challenge Rating: 8
Treasure: None
Alignment: Always chaotic neutral
Advancement: 12–16 HD (Small); 17–33 HD (Medium)
Level Adjustment: —

A horrible, gibbering mass of flesh and teeth babbles incoherently. An occasional word of power is almost discernible amid the cacophony.

A garbler is a nightmarish creature that ruthlessly attacks any living creature that it senses. It moves in an eerie, disjointed manner, as it lunges several of its mouths in a direction, bites at the ground or walls, and drags its body behind it.

Scholars have yet to reach a consensus on the origin of garblers. The most popular theory is that the first garblers were embryonic gibbering mouthers warped by powerful truename magic.

A garbler is about 3 feet long and weighs 40 to 50 pounds.

Garblers do not speak or understand any language. Even telepathy powers fail to produce meaningful communication. They are quite insane.

COMBAT

A garbler is blind, but it can sense foes nearby using its blindsight. Once it detects prey, a garbler rushes to attack the nearest creature with its many, gnashing mouths.

Random Utterance (Su): Every round as a free action, amid its garbled babbling, a garbler speaks one word of power. This utterance affects one random target within range.

d6	Utterance
1	*Defensive edge* (reversed)
2	*Morale boost* (reversed)
3	*Temporal twist* (reversed)
4	*Greater speed of the zephyr* (reversed)
5	*Spell rebirth* (reversed)
6	*Preternatural clarity* (reversed)

Reverse Utterance (Su): As an immediate action, a garbler can reverse any utterance from the Lexicon of the Evolving Mind that it hears spoken within 60 feet. The target remains the same, but a garbler uses this ability when reversing an utterance would be advantageous to it. Thus, a truespeaker seeking to harm the garbler with a reversed *word of nurturing* might inadvertently heal it instead. A garbler instinctively knows how best to reverse an utterance and will never reverse a beneficial utterance that targets it.

Immunities: A garbler has immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

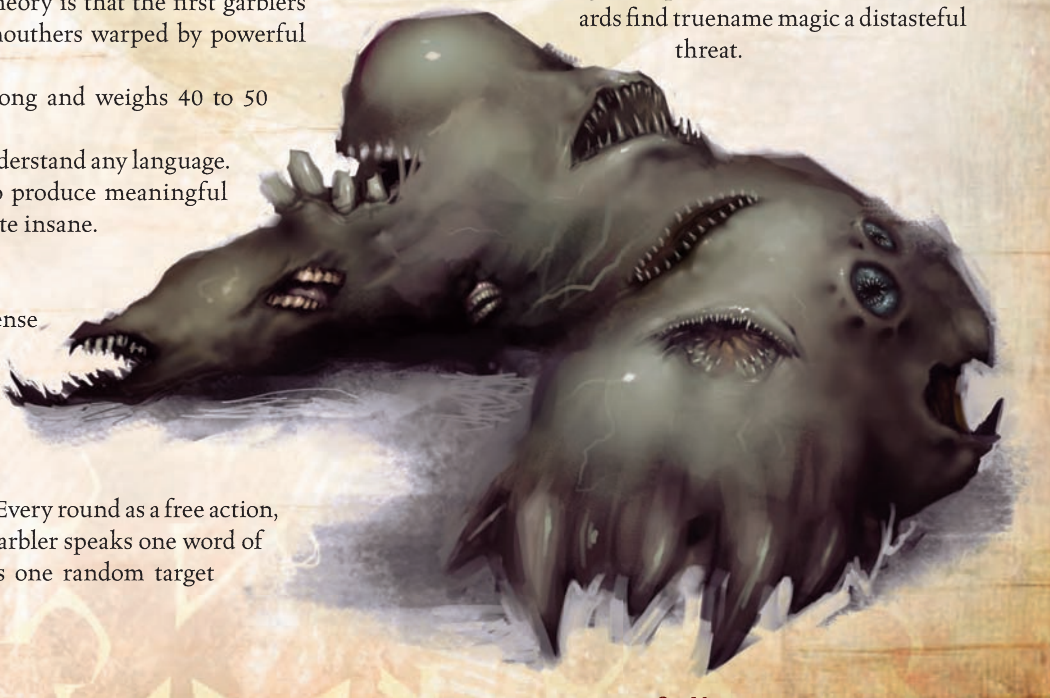
Skills: A garbler never needs to make a Truespeak check for its utterances.

GARBLERS IN EBERRON

Garblers are native to the plane of Xoriat, the Realm of Madness, and gain the extraplanar subtype in Eberron. Interestingly, a large number of them are found in Xen'drik, often in ruins of ancient libraries and other places of learning, especially those that contained information pertaining to truename magic.

GARBLERS IN FAERÛN

Most garblers reside in the Underdark, wandering the endless caverns. Recently, a few captured specimens have entertained the Red Wizards of Thay with new opportunities for magical experimentation. The Red Wizards find truename magic a distasteful threat.

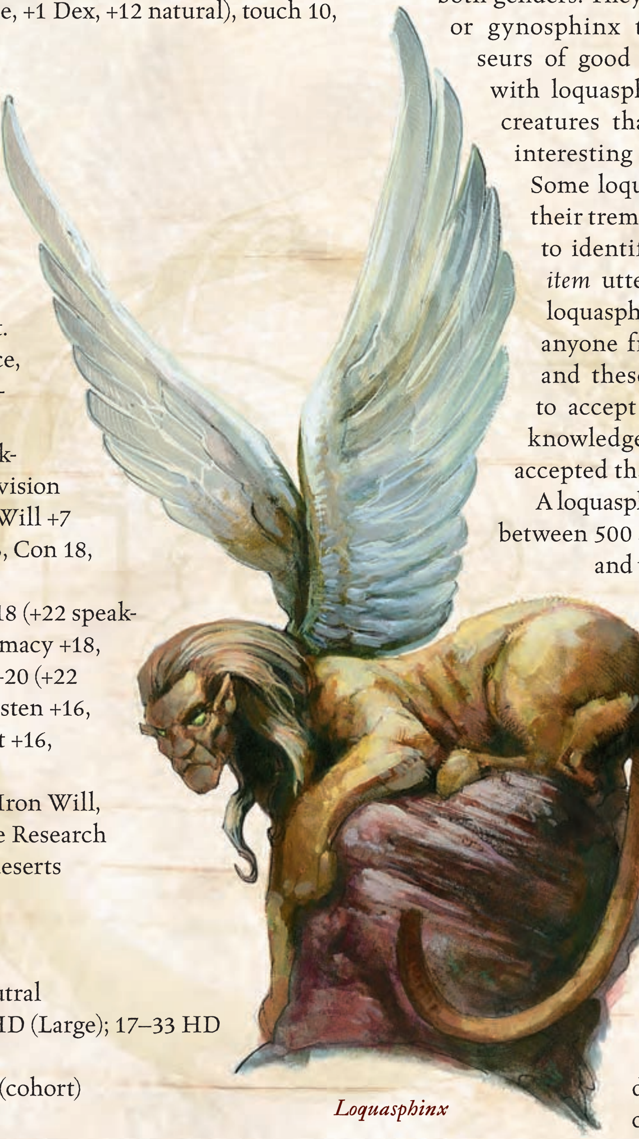


Garbler

Illus. by Daarken

LOQUASPHINX

Large Magical Beast
Hit Dice: 11d8+44 (93 hp)
Initiative: +1
Speed: 40 ft. (8 squares), fly 80 ft. (poor)
Armor Class: 22 (–1 size, +1 Dex, +12 natural), touch 10, flat-footed 21
Base Attack/Grapple: +11/+20
Attack: Claw +15 melee (1d6+5)
Full Attack: 2 claws +15 melee (1d6+5) and bite +13 melee (1d8+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, rake, Truespeech interrogation, utterances
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +11, Ref +8, Will +7
Abilities: Str 20, Dex 13, Con 18, Int 22, Wis 14, Cha 15
Skills: Concentration +18 (+22 speaking defensively), Diplomacy +18, Knowledge (any two) +20 (+22 truename research), Listen +16, Sense Motive +16, Spot +16, Truespeak +24
Feats: Combat Casting, Iron Will, Multiattack, Truename Research
Environment: Warm deserts
Organization: Solitary
Challenge Rating: 8
Treasure: Standard
Alignment: Always neutral
Advancement: 12–16 HD (Large); 17–33 HD (Huge)
Level Adjustment: +6 (cohort)



Loquasphinx

Illus. by C. Critchlow

A muscular, leonine creature with a strangely human face regards you with uncanny intelligence. Its large body is brown, but down its length you see narrow, faint bands of black. Two large feathered wings grow behind its shoulders, and it has eerie green eyes. When it opens its mouth, you have only a moment to regard its daggerlike teeth before it begins to speak—and you feel the structure of the world begin to press in with bewildering rapidity on your suddenly fragile mind.

Loquasphinxes are rare creatures, and they are avid students of Truespeech. They spend most of their time in aeries on desert plateaus or hills, studying the world around them and adding to their Truespeech vocabularies. Mostly, loquasphinxes seek to be left alone, but they can be roused to pursue any rare collection of knowledge, whether books or a particularly learned individual.

Unlike some other sphinxes, loquasphinxes come in both genders. They need not seek out an androsphinx or gynosphinx to mate. They are also connoisseurs of good conversation, and many conflicts with loquasphinxes have been averted by wise creatures that have been willing to share an interesting anecdote or piece of information. Some loquasphinxes are even sought out for their tremendous knowledge and willingness to identify magic items using their *analyze item* utterance. Even the most friendly of loquasphinxes is typically unwilling to allow anyone free access to its abilities, however, and these creatures are commonly known to accept large bribes—although bribes of knowledge and information are more readily accepted than those of gold or valuables.

A loquasphinx is around 9 feet long and weighs between 500 and 750 pounds. It speaks Common and up to six other languages, which vary with each individual loquasphinx.

COMBAT

A loquasphinx only usually attacks when forced to do so—or if another creature has something it wants, whether food, money, or most especially, information. It tends to begin combat from the air, circling its enemies at a range of 60 feet and using utterances on likely targets to soften up its foes. A loquasphinx keeps its truespeak interrogation ability active at all times, targeting a different creature each time one succumbs to the effect. If its utterances prove to be ineffective, or if a group of foes contains a truespeaker capable of countering their effects, a loquasphinx resorts to melee attacks.

Rake (Ex): +12 melee, damage 1d6+2.

Truespeech Interrogation (Su): A loquasphinx is a master of Truespeech, and bombards its prey with a confusing barrage of riddles posed in the purest of languages. Each round as a free action, a loquasphinx can pose a question in Truespeech to a creature within 60 feet. Whether the creature knows the answer to the question is irrelevant. A loquasphinx's words, couched in Truespeech, are filled with power, and if the target creature does not succeed on a DC 17 Will save, it is confused for 3 rounds. The save DC is Charisma-based.

A creature with ranks in Truespeak can attempt to counterspeak to negate the effect of this ability, as described on page 234. In addition, a creature with Truespeak can choose to make an opposed Truespeak check instead of a Will save, attempting to answer the loquasphinx's question instead of simply resisting its potent magic. If the creature's check is higher than that of the loquasphinx, it is completely unaffected by truespeak interrogation.

Utterances (Sp): Lexicon of the Evolving Mind: 4th—*spell rebirth;* 3rd—*moderate word of nurturing;* 2nd—*speed of the zephyr;* 1st—*knight's puissance.* Lexicon of the Crafted Tool: 2nd—*agitate metal, analyze item.* Lexicon of the Perfected Map: 1st—*shockwave.* Truenamer level 10th.

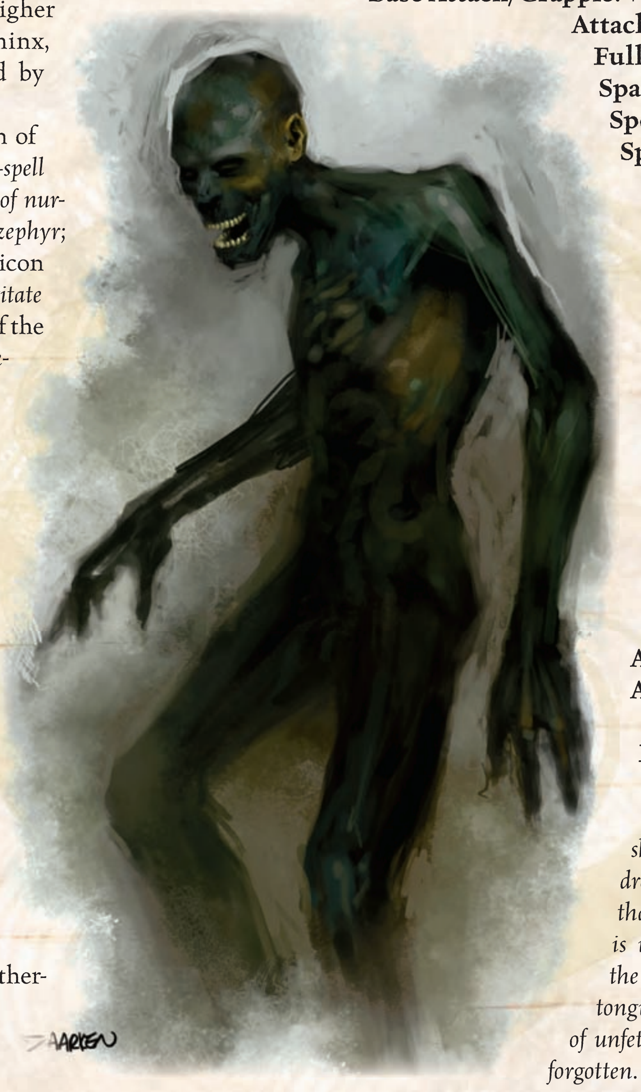
Skills: Loquasphinxes are naturally more in touch with the truenames of the world, and receive a +4 racial bonus on Truespeak checks (included in the statistics above).

LOQUASPHINXES IN EBERRON

Loquasphinxes inhabit the deserts of Xen'drik. A few can also be found in the Blade Desert of the Talenta Plains. One halfling tribe, the Ghatharon, formed an amicable alliance with a loquasphinx named Stheravimalquataram. Word of this passed at a gathering of laths in Gatherhold, and all Talenta halflings know to respect (and avoid) loquasphinxes.

LOQUASPHINXES IN FAERÛN

Loquasphinxes are most commonly found in the deserts of Mulhorand and Anauroch. According to rumor, they guard several ruins in Raurin, the Dust Desert. Velaquateraturin, a 7th-level loquasphinx truenamer, makes its home in Anauroch among the Scimitar Spires.



Painspeaker

PAINSPEAKER

Medium Undead
Hit Dice: 6d12 (39 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 20 (+3 Dex, +7 natural), touch 13, flat-footed 17
Base Attack/Grapple: +4/+7
Attack: Slam +7 melee 1d8+3
Full Attack: Slam +7 melee 1d8+3
Space/Reach: 5 ft./5 ft.
Special Attacks: *Utterance of pain*
Special Qualities: Darkvision 60 ft., undead traits
Saves: Fort +2, Ref +5, Will +7
Abilities: Str 16, Dex 16, Con —, Int 6, Wis 14, Cha 15
Skills: Spot +11, Truespeak +17
Feats: Cleave, Improved Natural Attack (slam), Power Attack, Recitation of the Fortified State^{B}
Environment: Any
Organization: Solitary or cabal (2–6)
Challenge Rating: 4
Treasure: Standard
Alignment: Always neutral evil
Advancement: 7–12 HD (Medium); 13–18 HD (Large)
Level Adjustment: —

This twisted creature appears almost skeletal, so tight is its grayish flesh drawn across its bones. More striking than its physical appearance, however, is its voice, as it gibbers and coos in the ancient rhythms of some forgotten tongue. Each syllable is a visceral touch of unfettered evil, a reminder of pain long forgotten.

Painspeakers are twisted undead creatures with sickening gray flesh drawn tight over their bones. They were once humanoids who died with some important message left unsaid, whether a courier who failed to deliver an entreaty for peace, a hopeful lover who failed to speak her heart, or a witness who failed to step forth and speak the truth. For these creatures, death and the failure to speak were the same anguish. Having risen because of the tortured words that they failed to utter, painspeakers now give voice to their pain in Truespeech, blighting the lives of others with the power of the spoken word.

Illus. by Daarken

A painspeaker resembles the person it had been when alive. Someone who knew the painspeaker before its death might recognize it with a DC 20 Spot check.

A painspeaker speaks the languages it knew when alive.

COMBAT

In the first round of combat, this foul creature speaks its vile utterance, vomiting forth its perversion of the power of Truespeech. It then uses the Recitation of the Fortified State and the total defense action to protect itself from harm until it can use its utterance once more. Even when taking the total defense action, a painspeaker moves aggressively toward lighter armed and armored creatures, hoping to force them into provoking attacks of opportunity when they move away.

Utterance of Pain (Sp): Once every 3 rounds, a painspeaker can use a reversed *moderate word of nurturing* utterance as a 6th-level truenamer. Unlike normal uses of an utterance, this ability is not subject to the Law of Resistance, so repeat uses in a day do not add 2 to the DC of its Truespeak checks.

Skills: Painspeakers have a +10 racial bonus on Truespeak checks.

PAINSPEAKERS IN EBERRON

The Mournland is home to a number of painspeakers, many of whom died on the Day of Mourning. Elsewhere in Khorvaire, painspeakers are rare, but they have been encountered in all the Five Nations. No record exists of any creature exactly matching the description of a painspeaker before the Day of Mourning. Many believe that the magnitude of the tragedy—which left so many words unspoken—created this new creature.

PAINSPEAKERS IN FAERÛN

Painspeakers have a long history in Faerûn. They're rare creatures, often connected to important events. About a century ago, Ankandara, a beautiful sun elf cleric, officiated over the temple of Sune in Waterdeep. Many of the congregation attended services with the dual purpose of honoring the goddess and appreciating the grace and beauty of her cleric. One such parishioner was a shy ranger named Erdwin the Silent. Erdwin spent much of his time in the wild, but would often return to the city. Month after month, he tried to work up the courage to declare his devotion to Ankandara but failed. During the last rage of dragons, he died when his copper dragon ally went berserk. Erdwin's deep, undeclared love caused him to return as a painspeaker. The dragon-mauled corpse fought its way to the Temple of Sune, killing several people who tried to stop it. It rampaged until the commotion drew Ankandara's attention. Upon seeing her, it whispered, "Ankandara, in truth it was you I came here to worship, not Sune," and then crumbled to dust.

TRUENAME ORGANIZATIONS

This section details two important organizations associated with truename magic.

COLLECTORS OF THE LEXICON

"Words are amoral. It is their speakers that are good or evil."
—Prekish Blackpennant

Founded by maverick illumians (from the *Races of Destiny* supplement), the Collectors are hoarders of words, especially words of Truespeech. They scour the planes for old tomes, rumors, and scrolls. When they find a truename or truename component, they add it to the Lexicon of Names—a definitive and invaluable collection of truenames.

JOINING THE COLLECTORS

Anyone with passing interest in truenames can find a place among the Collectors of the Lexicon. Most collectors are truenamers, though wizards, clerics, and monks also turn to the Collectors if they are committed to the organization's purpose—or if they hope to gain something from the relationship.

ENTRY REQUIREMENTS

Skills: Knowledge (history) 3 ranks, Truespeak 5 ranks
Feat: Skill Focus (Truespeak)

Though all Collectors work for the same ends, the group features a variety of different roles. Diviners and some clerics locate various treatises on truenaming, using spells such as *contact other plane*, *divination*, and *locate object* to track down rare tomes. Rogues infiltrate protected sanctuaries to borrow or otherwise steal the information, while truenamers bring to bear their uncanny skill with truename magic to learn and apply the knowledge of the uncovered names to the benefit of the larger organization.

New Collector candidates must develop a modicum of proficiency with the Truespeak skill. The organization expects candidates to master several phrases to be useful. Developing other skills, such as advancing magical skills, is also a bonus.

COLLECTOR BENEFITS

Being a member of the Collectors provides access to discounted goods and stores of information.

The Collectors have a diverse and well-funded constituency, so the organization charges its members 75% of the list price for any magic item purchased directly from the group. In addition, the Collectors pay a bounty on newly discovered collections of truename lore, usually 50% of its value, but sometimes up to 75%.

Being a Collector grants access to the hundreds of volumes the organization has have at its disposal. A character using a Collector library as a resource gains a +1d4 circumstance bonus on associated Knowledge checks.

PLAYING A COLLECTOR

Everything revolves around the words, all words—big words, little words, powerful words. Your job is to find them so your companions in the Collectors can use them. You wouldn't be doing this if you didn't already have a love of language, but who knew the power to be held in names?

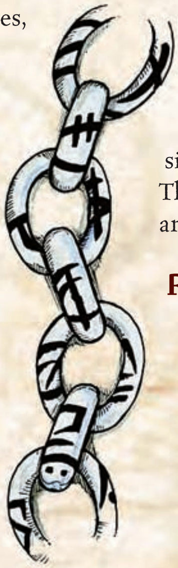
The Collectors gave you a chance to play with names and words, to track down an elusive noun, couple it with a powerful verb, and have a little fun along the way. Each time you go out to find a name, it's both familiar and new. You've done it dozens of times, but each time, you face new challenges, new threats, and of course, new words.

COMBAT

Collectors make extensive use of the Truespeak skill, bringing to bear an impressive arsenal of truename effects. In all, Collectors engage in defensive battles, fighting just long enough to spirit away the lore they acquired or to just simply survive to make another attempt at taking the information later. Those members who are not truenamers use hit-and-run tactics to allow truenamers, and other important members, to make a quick escape.

When they must fight, Collectors have a good mix of members, often using two or more monks, a rogue, and a truenamer to anchor a unit. One monk always pairs with a rogue to flank a foe and enable the rogue to make use of sneak attacks. The other monk protects the truenamer while he uses Truespeak to attack the remaining foes.

In larger conflicts, truenamer Collectors fight in pairs, while monks and rogues team up to eliminate heavy hitters. Spellcasters on the Collectors' side favor defensive spells to protect the truenamers while providing enfilading fire to protect the melee combatants.



Symbol of the Collectors of the Lexicon

ADVANCEMENT

The Collectors are an open society, welcoming any who would assist them in acquiring new secrets of truename magic. It doesn't matter if you're a full-blown truenamer or just a dabbler—they will take you. Of course, they don't take fools, saboteurs, or traitors, so they put you through a careful screening process to assess your talents with Truespeak. Overseeing these examinations is a Speaker, a high-ranking member within the group. If he finds you worthy, he sponsors your membership.

As a member, you gain the chain of knowledge, a fine mithral necklace (worth about 500 gp) carved with illumian sigils (see *Races of Destiny,* page 53). The chain itself is a symbol of your loyalty and commitment to the organization—selling the chain is an act of betrayal, and the Collectors forever after see you as an enemy. As a member, you are expected to go on missions, each more difficult than the last, to recover more truename lore to add to the ever growing Lexicon.

Being a part of the Collectors necessitates an understanding of Truespeak. Even if you don't advance in the truenamer class, you should still devote ranks to the Truespeak skill. Don't neglect movement skills; high ranks in Climb, Jump, and Swim allow you to access well-protected lore held in hard-to-reach places. Invest in magic items that conceal you, aid in movement, and augment your Truespeak abilities.

MISSIONS

The Collectors send operatives to follow up on leads and rumors of new sources of truename magic. At low levels, much of what you do is investigate these leads, tracking down loose bits of legend to locate a particularly useful tome, talking with contacts, sympathizers, and other agents who work on behalf of the organization. As you gain levels and prove yourself, the leaders ask you to undertake dangerous missions to retrieve texts containing various truenames. The more success you have, the greater your prestige and access to the organization's combined lore.

RESPONSIBILITIES

Members are expected to serve the interests of the organization first, to embark on at least four missions a year, and to donate 10% of their treasure to the cause.

COLLECTORS IN THE WORLD

"Good masters, the Collectors. Sure, when it comes right down to it, they're thieves . . . but then, who isn't?"

—Lorgoal Habsnath, Collector informant

This organization is a useful mechanism for introducing truenames into an ongoing campaign. Perhaps the PCs recovered a wizard's spellbook that also contains important truename elements the Collectors want. The truenamers might try to purchase the spellbook or maybe even steal it. The Collectors could also serve as a source of information. As sages, they are without peer, well versed in a variety of subjects given their broad exposure to many different kinds of information. PCs can contact them for a variety of reasons, from looking for command words to activate magic items or finding the truename of a dangerous nemesis.

ORGANIZATION

A group of illumian truenamers abandoned their people's way of life to develop a deeper understanding of their origins. To achieve their ends, they established a group to develop a master language, a lexicon of truenames. Having access to these words enables Collectors to draw upon an incredible resource and be the uncontested masters of truename magic.

Illus. by S. Roller

Leadership in the Collectors is closed to all but illumians, though they offer membership to characters of any race. These members oversee missions, serve as advisors to the governing council, and manage the treasury and other administrative departments.

The reason for the exclusion of other races from the highest ranks inside the group is that the illumian founders believed in a fundamental link between their sigils and Truespeech. Though the Cabals denied any connection, early illumians rejected the beliefs of their people, setting out to recover as many names as they could and complete an authoritative source of Truespeech. Other races cannot understand the importance of their mission, and so the council conceals its motives behind a façade of commitment to the study and furtherance of truenaming.

NPC REACTIONS

Most see collectors as just another fringe group of spellcasters, driven by some esoteric need to hoard old and boring books. However, because the Collectors steal as often as they buy, many scholars and wizard are suspicious, even unfriendly, toward the group, and rebuff dealing with its members. Truenamers, on the other hand, see the Collectors as a useful resource, so are often friendly. A truenamer who has been the victim of a Collector theft is hostile and attacks on sight.

COLLECTOR LORE

Characters with ranks in Knowledge (history) can research the Collectors to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: If you have a strange book, check with the Collectors first. They pay premium prices.

DC 15: The Collectors are not to be trusted. If you won't sell something they want, they will just take it from you.

DC 20: Collectors are only interested in books containing Truespeech; they don't care one whit about spellbooks.

A successful DC 20 Gather Information check will reveal if Collectors are present in any given community.

COLLECTORS IN THE GAME

Collectors are always on the look out for new truenames and new information about Truespeech, so Collector PCs are easy to incorporate into an ongoing campaign. The Collector can periodically meet with the leaders in the organization to exchange information or to turn over collected works useful to the group.

If one of your PCs is a Collector, make sure you include plenty of hooks and leads for adventures that deal with the goals and motives of the organization. Provide clues to the location of certain manuscripts or include truenames as part of an encounter's treasure. At higher levels, the character might have more responsibilities to the organization, perhaps even making decisions that affect the entire group. The PC still adventures, though she should at least be tangentially connected to the organization's larger goals.

ADAPTATION

Collectors need not be connected to truename magic. Instead, they could be after ancient arcane lore. In the EBERRON setting, this group could be a sect of the Arcane Congress, searching the face of Eberron for insight into the magic of different eras, possibly even looking into the calamity that created the Mournland. In the FORGOTTEN REALMS setting, the Collectors might be an outgrowth of the Red Wizards who saw power in truename magic and therefore acquire any information regarding Truespeech that they can get their hands on.

SAMPLE ENCOUNTER

If the PCs encounter a Collector in the middle of an adventure, the Collector is likely to be on the same trail as they are—hunting for the lost scrap of information. To make the most use of the Collectors, have the Collector suspect the PCs have something important in their possession pivotal to a particular phrase in Truespeech (regardless of whether it is or is not). The Collector might approach the characters and be willing to pay for the object. If they rebuff him, he's guaranteed to come back later and attempt to steal it.

EL 6: Prekish is a perfect agent for the Collectors. Aware of the inner circle's goals, he's committed to finding a link between Truespeech and the illumian sigils. He steals, bribes, or kills to get what he wants. Use him as a continuing adversary and foil for the PCs.

PREKISH CR 6

Male illumian truenamer 6
N Medium humanoid (human)
Init +1; **Senses** Listen +1, Spot +1
Languages Common, Draconic, Dwarven, Elven, Illumian

AC 15, touch 11, flat-footed 14
hp 23 (6 HD)
Fort +5, **Ref** +4, **Will** +7; +2 on saves against shadow spells

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Speed 30 ft. (6 squares)
Melee dagger +3 (1d4–1/19–20)
Ranged *+1 light crossbow* +6 (1d8+1/19–20)
Base Atk +4; **Grp** +3
Combat Gear *potion of cure light wounds*
Utterances Known (CL 8th):
Lexicon of the Evolving Mind
3rd—*energy negation*
2nd—*hidden truth, lesser word of nurturing, speed of the zephyr*
1st—*defensive edge, inertia surge*
Lexicon of the Crafted Tool
1st—*keen weapon*

Abilities Str 8, Dex 12, Con 10, Int 16, Wis 13, Cha 14
SQ final utterance, glyphic resonance, knowledge focus, known personal truename, luminous sigils, power sigils (Krau, Naen)
Feats Combat Casting, Great Fortitude, Skill Focus (Truespeak), Truename Research*B
*New feat described on page 229.

Skills Concentration +9 (+13 speaking defensively), Knowledge (arcana) +17 (+21 truename research), Knowledge (religion) +14 (+18 truename research), Truespeak +20, Use Magic Device +5

Possessions combat gear plus mithral shirt, dagger, *+1 light crossbow* with 20 bolts, *lesser amulet of the silver tongue**, *cloak of resistance +1*, 100 gp

*New item described on page 263

KINGMAKERS

"We seek the true monarch. Through his justice, mankind shall prosper."

—Religard, Philosopher

The Kingmakers are a group of truenamers and philosophers who exist to form the ultimate government. They hope to find a person worthy, in their eyes, to establish a new law, one that unites the idea of just government with those that currently exist. This person, they believe, will rule as a philosopher-king and found the perfect system of rule. Under his benevolent guidance, all suffering, war, and calamity will end.

As adventurers, kingmakers often secretly watch those whom the organization thinks have the potential to be true rulers. PCs who are Kingmakers might be assigned to keep a young princess safe or rescue a prince who's been captured in battle. It's possible the Kingmakers might secretly be watching one or more of the PCs, ready to provide assistance when things look dire, or perhaps subtly "testing" them with periodic challenges to see if they're truly worthy.

JOINING THE KINGMAKERS

Being a kingmaker requires a logical mind, an appreciation for order, and dedication to the ideals set forth by their founders. Most kingmakers are lawful truenamers, but their ranks include monks, paladins, wizards, and clerics.

ENTRY REQUIREMENTS

Alignment: Any lawful

Skills: Knowledge (nobility and royalty) 6 ranks, Truespeak 6 ranks

Truenamers lead the Kingmakers, guiding the members toward the actualization of their mission. Wizards—often diviners—and clerics use divination spells to follow bloodlines and carefully guide prospective rulers toward the philosophy underpinning their organization. Combat-oriented characters, such as monks and paladins, instruct young aristocrats in the battle, while teaching them to apply the discipline learned through combat forms toward their lives as leaders.

To join the Kingmakers, you need an understanding of the theories of Truespeech, represented by some proficiency with the Truespeak skill. You also need to be familiar with noble bloodlines and the relationship between various noble houses within particular nations while being aware of how various kingdoms interact. Once you join the Kingmakers, you are assigned to an advisor, usually an established member, and assist her in the development of young aristocrats, learning how to guide without lecturing, how to teach and instill the lessons of just rule without preaching. When adequately prepared, you are free to enter the world in search of your own king.

KINGMAKER BENEFITS

The Kingmakers are a wealthy and privileged organization, recognized by the lords of many lands as sources of excellent and honest advice. As a result, Kingmakers must do their part to ensure that the reputation of the organization remains intact while carefully furthering their agenda.

Kingmakers with a position in a noble's court receive a stipend of 100 gp per month. Those not serving a noble or other prospect in particular receive 50 gp per month from their organization until such time that they enter a lord or lady's service. The organization expects the money to keep the kingmakers at an acceptable comfort level, providing adequate funds for food and clothing appropriate to their station.

The kingmakers keep extensive records on lineages of the various noble families. Kingmakers who access this information receive a +4 bonus on Knowledge (nobility and royalty) checks. In addition, wizards and clerics in service to the Kingmakers provide free divination spells as long as they relate to the particular noble a character serves.

Since many lands recognize the wisdom of the Kingmakers, few lords refuse members of the group from their courts. Kingmakers can immediately gain an audience with nobles who are aware of the organization. Almost every noble would like Kingmaker help, and hopes for the imprimatur of worthiness that the Kingmakers can provide.

When working with a particular aristocrat, a Kingmaker usually gains a title equivalent to a count (or the land's equivalent). In some cases, these titles come with lands and perhaps even a house, though not always (it depends on the nation's wealth and available lands).

PLAYING A KINGMAKER

You have access to the inner chambers of the most important people in the land. You have a ruler's ear and can influence her actions, guiding her to become a better monarch. Even with this great power, you are never tempted to exploit the relationship you have with your liege to attain power, wealth, and status, for these are not your goals. Rather, you want all people to live well. To achieve this end, you must find a proper leader.

It was a great honor to be accepted by the Kingmakers. You spent years researching genealogies and the language of Truespeech, all to gain a place among those you spent your life idolizing. Now that you're here, the prestige and glory has worn off and the tedium of dealing with ungrateful barons, snot-nosed lordlings, and brat princesses takes its toll. Still, the vision of a better world impels you, giving you the patience to persevere.

COMBAT

You are not necessarily a warrior—you are an advisor and an agent. You leave battles to those trained to fight them. Let the court wizard deal with the conjured demon and the guards handle the unruly guest. Your duty is to guide your assigned noble to reach his potential—whether that potential is met on the battlefield or in the halls of power. Of course, should the guardians fail, you are willing to sacrifice everything—your life if need be—to protect your charge.

During an attack, your first objective is to make certain your charge is safe. You direct your allies to the best positions to keep the noble safe from harm. Keep abreast of developments in combat. Should an opening appear in the lines of defenses, you can be sure an assassin will try to take advantage of it.

ADVANCEMENT

You thought you knew everything there was to know about the business of politics, kings, and law. How foolish you were. Soon after acceptance, you began the gauntlet (what the Kingmakers call initial training). Every day, your instructors expected you to recite the family trees of all the major families relating to your upcoming assignment, describe the lines of succession, and detail how the law applies to the aristocracy. But that's not all. Once you prove you have the basics down, your advisor starts work on the intricacies of Truespeech and how it applies to heady concepts such as justice, order, law, and honor. You have to exhibit mastery of these theories before they send you to your charge. Failure on your part during the gauntlet means losing your membership in the Kingmakers altogether.

Once you graduate, you move on to your assignment. Though you know better, it seems as if this spoiled brat could never possibly be of any importance to the Kingmakers. The child (they're always children) pays no attention to you, ignores your lessons, and pretty much refutes everything you say. In time though, your charge matures and turns to you as a trusted friend and confidant.

Part of what it means to work in the court of a lord is to be aware of intrigues and developments before they occur. Don't shirk your Knowledge (nobility and royalty) skill. The more you know, the better prepared you are for the unexpected. Bluff and Diplomacy are also vital skills for your job, and when lying and friendly conversation fail, it's good to have a few ranks in Intimidate as well. Even with all the importance on interpersonal skills, Truespeak is your most important skill. High ranks and continued development in truename magic allow you to protect your charge even when the guards, court wizard, and all other safeguards fail.

MISSIONS

It would seem Kingmakers spend all their days following their assignments, lecturing, advising, watching, and undertaking a slew of other mundane matters. This is only part of being a Kingmaker. Often you have to get your hands dirty. You might have to follow up on a lead about a particular conspiracy or find a cure for a poison that somehow slipped past you and now threatens your pupil. As the young lord grows into his position, you might be a part of a delegation to another nation, perhaps serving as an envoy or maybe even a spy.

KINGMAKERS IN THE WORLD

"Honestly? I don't trust them. Kingmakers serve far too many masters for any one of them to be loyal to my son."

—Duke Harold IV

A Kingmaker is useful in many ways in your campaign. She can serve as an NPC advisor to noble-born PCs or as a counselor to an important and influential lord. A Kingmaker might serve as a portal to gaining a particular lord's ear, or as a barrier, screening access and preventing anyone she does not trust from contaminating her charge. Whether as ally or nemesis, a Kingmaker is a perfect addition for any game featuring both truename magic and the courts of nobles.

ORGANIZATION

The Kingmakers work closely together to manage bloodlines to produce the ultimate ruler. All members report to their advisors—representatives of the larger body that dictates what the group does—but the sheer variety of nations, nobles, and bloodlines occasionally creates internal tension as members advising one assignment come into conflict with other members and their charges.

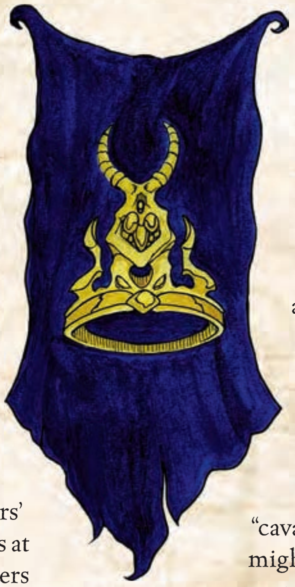
Kingmakers rarely meet a member of the organization's ruling body. They are so remote and removed from the agents that many Kingmakers wonder if this leadership even exists, despite assurances to the contrary by the advisors. Doubters exist even among these higher-ranking agents, for no advisor has ever met a founder, either.

Legend holds the Kingmakers were founded in response to calamity resulting from the ambition of bellicose lords. Having witnessed the destruction of all the nations involved in an ancient war, a group of philosophers, theologians, and prominent leaders met to find a way to prevent such conflicts from occurring again. The scholars studied the lore of their faiths and brilliant minds of previous generations, but it was to no avail. They could not agree on a solution, for it seemed in humanity's nature to argue and squabble. Disgusted with themselves and their failures, the thinkers readied to leave, when one among them spoke. "The problem lies in achieving a consensus. True decision can only come from one voice." Naturally, the rest argued, claiming what the speaker proposed was tyranny, an injustice of the worst kind. But others saw value in this ideal, and so they concluded that what the world needed was a uniting figure, an individual who could draw all the civilized nations together and bind its various outlooks under one rule of law. The question then became how to achieve this end. As a result of these meetings, the Kingmakers were founded.

Over the following centuries, the Kingmakers determined the only way to avoid handing the world over to a tyrant would be for this ruler to embody the ideals of virtue, justice, benevolence, and compassion. Not satisfied with character traits, they desired a monarch who would literally reflect these ideals. The languages of the Material Plane, they felt, reflected only a corrupted form of these traits—the words did not embody the absolute purity of the concepts. As a result, they embraced the use of truename magic to aid their goals. The founders believed that by enhancing their charges, magically "feeding" them these concepts in the true, most pure language in the multiverse, they could eventually achieve the ruler who embodied the ideas as purely as the words in Truespeech.

The Kingmakers established themselves as advisors to the noble-blooded descendants from the earliest families, serving as advisors and consultants, teachers and confidants. Through their position, they could arrange marriages and alliances, all to serve the greater end of achieving a true and lasting peace.

Yet as the founders realized, dissent and conflict are human traits, and not much can be done to quell human instinct. So the Kingmakers continue on as they always have, receiving instructions from the inner circle, whoever they might be, through the mouthpieces of the advisors. Theories as to who really guides the organization abound. Apologists claim the council operates in secret to protect its leaders' identities, while detractors suggest that no one is at the helm, or that whatever sends the Kingmakers their orders is some dark force using the group for its own malevolent agenda.


Symbol of the Kingmakers

NPC REACTIONS

People perceive Kingmakers with a mixed sense of respect tempered with distrust. Naturally, the lord assigned to a Kingmaker is friendly or even helpful, but the same is not always true with the other members of the court, who are typically indifferent. Such access as Kingmakers enjoy also breeds envy, so they must endure unfriendly stares and open hostility. Common folk see Kingmakers as a force for good, fighting tyranny and championing peace, and are usually friendly.

The Kingmakers' opposition consists largely of those who stand in opposition to their goals. This group includes those from uncivilized and warlike lands, especially savage humanoids such as orcs and goblinoid tribes. Such characters are always hostile. Strangely, elves and other free spirits tend to oppose Kingmakers as well, being unfriendly and refusing to negotiate in their presence.

KINGMAKER LORE

Characters with ranks in Knowledge (nobility and royalty) can research the Kingmakers to learn more about them. When a character makes a check, read or paraphrase the following, including the information from lower DCs.

DC 10: Kingmakers are nothing more than highly placed advisors with delusions of grandeur.

DC 15: Peace, harmony, and the true expression of human ideals all motivate the Kingmakers, but at what price?

DC 20: The Kingmakers' true objective is to place a monarch of their choosing on the throne to govern the world.

DC 30: The Kingmakers receive their orders from an unknown source. Not even their senior members have ever met one of the group's leaders.

KINGMAKERS IN THE GAME

Rarely do PCs have the opportunity or cause to interact directly with the nobility, and so you will find adding the Kingmakers to your game is easy. Since few PCs are actually nobles, they probably never knew the Kingmakers existed. Furthermore, maybe the Kingmakers have just assigned one of their own to the court of a local lord.

Player characters who join this organization probably have an interest in intrigues and politics. If a PC joins the Kingmakers, be sure to allow that character opportunities to exercise his status.

Alternatively, the Kingmakers make useful "cavalry" if the PCs wind up over their heads. They might have been watching the PCs for months or years, and they aren't willing to let the characters' potential as future rulers be quashed by the temporary difficulty or danger they face today.

ADAPTATION

Though the underlying assumption is that the Kingmakers are a human organization, founded to advance humanity, there's no reason this same organization couldn't also serve among other races, such as the dwarves, but any lawful society will do. You can also center the group in a single nation or in a cluster of small nations or city-states. In this case, the Kingmaker becomes a unifier, perhaps striving to gather the various power groups to defend against an approaching horde or magical threat.

SAMPLE ENCOUNTER

Kingmakers serve in the courts of lords rather than in the heart of a dungeon or in the trackless wilderness. When they oppose the PCs, they employ a number of tools to contain or neutralize their enemies, creating diversions, misdirecting their efforts with well-placed red herrings. An enemy Kingmaker is the spider in the center of the web, rarely acting overtly and dealing with threats from afar.

Illus. by S. Roller

EL 10: Count Religard serves in the court of a notoriously good duke whose family has a storied history of just rule and valor for generations. As the advisor to the duke's now flowering daughter, Religard screens her suitors, hoping to find a match useful to the Kingmakers' plans. Secretly, however, he works to unravel an alliance long held between the duke and the neighboring elf nation, plotting to start a war to eliminate a particular family line believed to become a problem in future generations.

COUNT RELIGARD CR 10

Male human fighter 4/truenamer 6
LG Medium humanoid
Init +3; **Senses** Listen +0, Spot +0
Languages Common, Draconic, Giant

AC 20, touch 10, flat-footed 20
hp 56 (10 HD)
Fort +7, **Ref** +2, **Will** +8

Speed 20 ft. (4 squares)
Melee *+1 battleaxe* +13/+8 (1d8+5/×3)
Ranged mwk longbow +8 (1d8/×3)
Base Atk +8; **Grp** +12
Atk Options Combat Expertise, Improved Disarm
Combat Gear 2 *potions of cure moderate wounds*
Utterances Known (CL 6th):
Lexicon of the Evolving Mind
  3rd—*moderate word of nurturing*
  2nd—*hidden truth, perceive the unseen, strike of might*
  1st—*defensive edge, knight's puissance*
Lexicon of the Crafted Tool
  1st—*fortify armor*

Abilities Str 18, Dex 8, Con 12, Int 14, Wis 10, Cha 16
SQ knowledge focus, known personal truename
Feats Combat Casting, Combat Expertise^{B}, Improved Disarm^{B}, Improved Initiative, Iron Will, Negotiator, Quick Draw^{B}, Skill Focus (Truespeak), Truename Research*^{B}
  *New feat described on page 229
Skills Concentration +5 (+9 speaking defensively), Diplomacy +10, Gather Information +8, Intimidate +11, Jump –6, Knowledge (local) +9 (+13 truename research), Knowledge (nobility and royalty) +12 (+16 truename research), Ride +6, Sense Motive +2, Truespeak +23
Possessions combat gear plus *+2 breastplate, +1 heavy steel shield, +1 battleaxe,* masterwork longbow with 30 arrows, *cloak of Charisma +2, gauntlets of ogre power, lesser amulet of the silver tongue**, *ring of protection +1*
  *New item described on page 263

"Rheunao'ghatrineal'zaurekkek!"

—Utterance of *seize item,*
delivered by Venadri I, the Usurper,
to claim the Crown of Serpents

TRUENAME MAGIC ADVENTURE SITES

The following locations are adventure sites that focus on truename magic. Each location is fully detailed, but no specific adventure hooks or plots are included, so you can use each as you see fit.

VAULT OF CATHARANDAMUS (EL 2)

A few crumbling walls, eroded statues and columns, and the remnants of a few roads are all that remain of the Palace of Princess Argent. Years ago, a foul and alien sorcerer named Arik imprisoned the lady and her beloved champion beyond time and space, and cursed the place. Serving the dark spellcaster was a despicable man named Catharandamus who worked to bring his master into the Material Plane. Though a group of bold adventurers thwarted the curse, freed the princess and her knight, and put an end to the spellcaster's evil, the palace never recovered, nor did the lands around it. Over the decades since, earthquakes, rains, and time took their toll, leaving little but a pile of rubble and a passage into a hill on which the palace once stood as evidence that anything ever stood here.

Little remains of interest to most travelers, but the site still holds many of the palace's original guardians, to say nothing of the creatures claiming dry sections of corridor and old ruins. On occasion, some group of explorers examines the place, explores a bit, but soon gives up after finding nothing for its efforts. However, something does remain—something valuable to those with an interest in truenames.

Catharandamus knew the power of names. A dabbler in truenaming himself, he became paranoid about his own, fearing exploitation at the hands of his enemies should his name fall into their hands. In the dark days before the heroes liberated Argent, Catharandamus stored some of his notes inside a hidden vault to wait him while he worked to release Arik. But before he could bring his master through, he fell to the swords and spells of Argent's liberators.

Catharandamus did not rest for long; Arik punished him for his failures. Arik animated the dead cleric, condemning him to live a pathetic existence as a ghoul until such time as someone consigned him to oblivion. For years, Catharandamus haunted the palace's ruins, hiding from large parties and preying on small ones to feed his insatiable hunger. Through it all, he maintained his fear about his name, so he spends most of his time in the vault with his notes, committed to protecting them for eternity.

The walls and floor inside the hill are all cracked masonry on top of hewn stone. All locations are dark unless otherwise specified. The air, while stale, is clean and breathable. Marked doors are all wooden and unlocked. Secret doors are stone and locked (Open Lock DC 28).

1. ENTRANCE HALL

From the twisted gate rusting on the ground, it's clear that a portcullis once barred access to this area. Up to a few feet inside the mouth of the tunnel, grass reclaims the floor. About 40 feet in, on either side of the far wall, stand two more twisted gates, snapped and curled as if some terror bulled its way through them. Beyond, corridors extend off into darkness. Old wooden doors stand on either side of this room.

The doors are in bad shape, warped and split, but they remain standing thanks to sturdy hinges. Flagstones cover the floor, though few are whole; old roots and the earthquake that opened a rift inside the hill (see area 12) shattered the rest.

A character looking for tracks who succeeds on a DC 20 Survival check notes a single set of tracks heading south out through the southeastern gate. These tracks belong to Catharandamus, but a successful Survival check only reveals that they were made within the last day by a humanoid-shaped creature. Otherwise the room is quiet and empty.

PCs who succeed on a DC 20 Search check in this area discover a false section of wall, cunningly concealed by the palace builders decades ago. Depressing a pressure plate near the edge of the door causes the door to slide back to reveal a small room (area 4).

1A. DEAD END

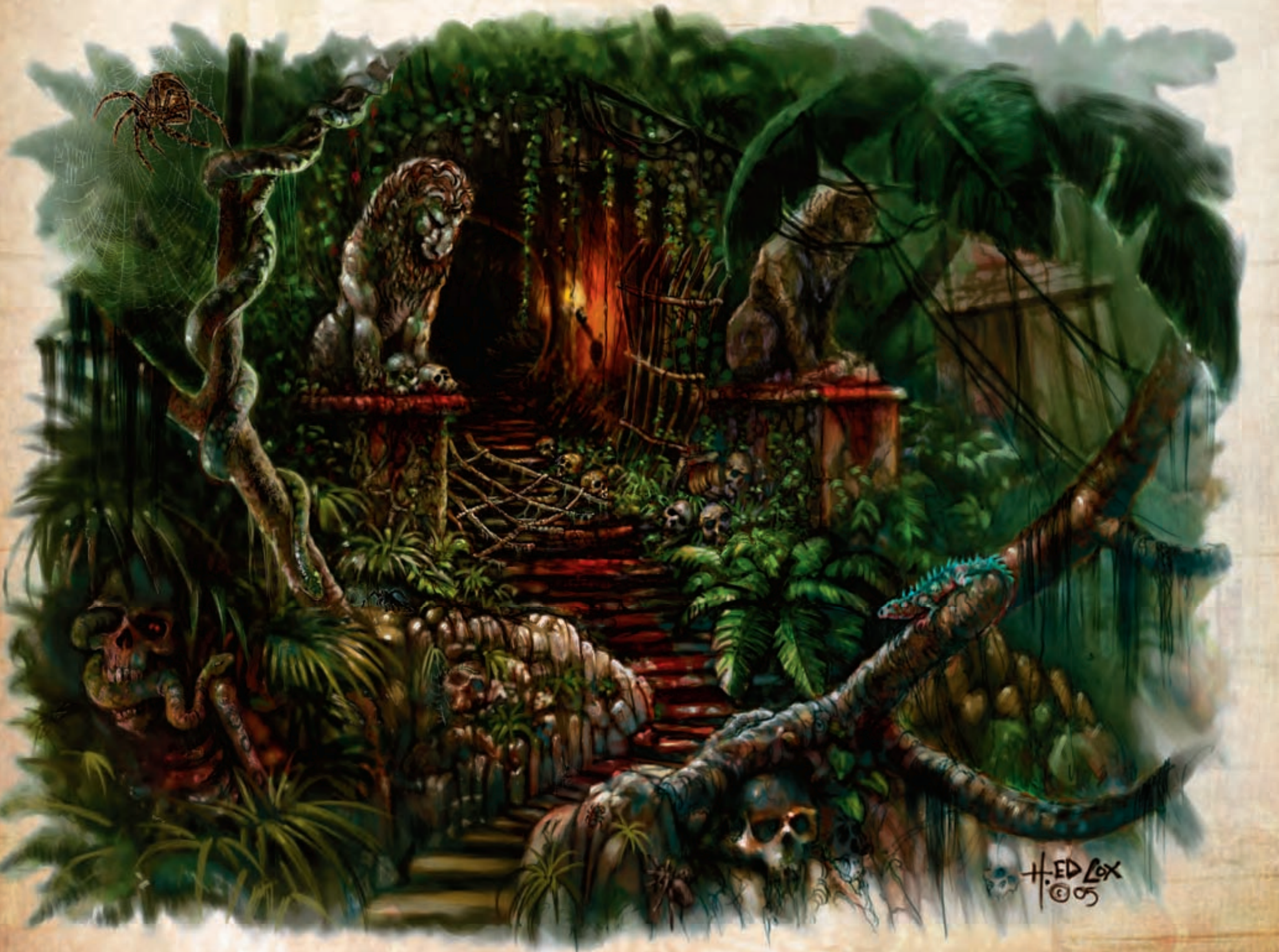
This short corridor ends abruptly overlooking a huge rift inside the hill. The lower reaches of the chasm are filled with inky darkness, emanating up from the Plane of Shadow. For more details on the chasm, see area 12.

2. EAST ROOM (EL 2)

Old rats' nests and strands of spiderwebs fill this room. Hanging from the webs are small cocoons holding, perhaps, dead rats. Worse, hanging in one corner is a big ball of spider silk and something seems to be struggling inside. On the far wall, a broken lever juts out of a slot, the handle long since lost.

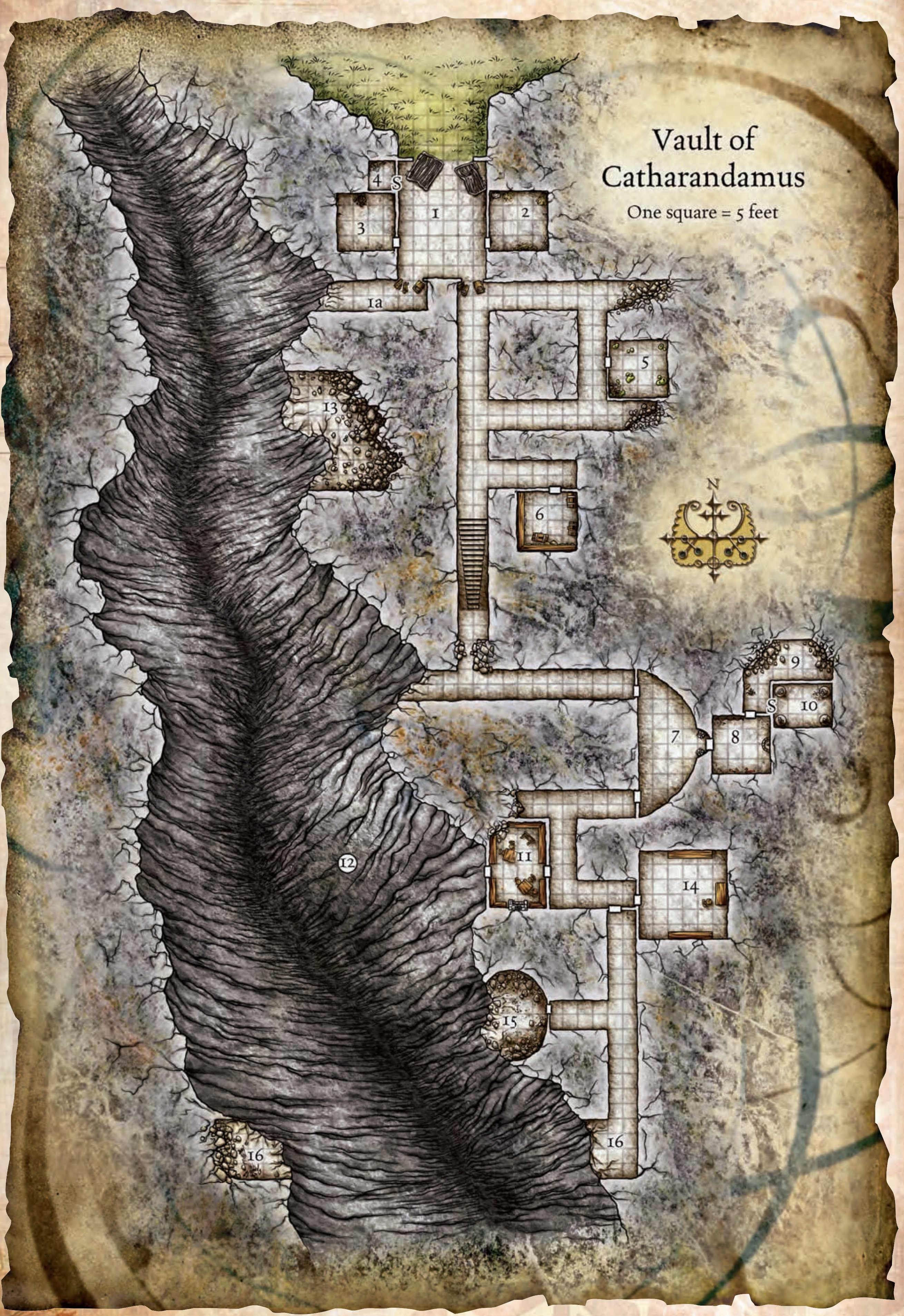
The lever once opened and shut the front portcullis. One round after the PCs open the door, the big ball of silk bursts, spilling out a swarm of spiders that want nothing more than to feast on the PCs. On the next round, a Medium monstrous spider—the mother—unfolds from the ceiling and joins her young. The spiders pursue fleeing PCs through the dungeon, but not outside it.

If the PCs defeat the spiders and search the room, they find a larger bundle of spider silk with a successful DC 15 Search check. Inside is the corpse of an adventurer. Most of his gear rotted away long ago, but a few items of interest remain. On



Illus. by B. Hagan

Secrets of truenaming are rumored to be hidden within the ruined Vault of Catharandamus


Vault of
Catharandamus
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the corpse, the PCs find a sunrod, a masterwork short sword, and one application of *oil of bless weapon*.

Spider Swarm (1): hp 9; *MM* 239.

Medium Monstrous Spider (1): hp 11; *MM* 288.

3. WEST ROOM (EL 2)

This dusty room holds little more than bones. On the far wall is a broken lever, jutting out from a dark slot. Four lengths of chain hang from a ring spiked in the wall about six feet from the floor. Beneath them is a pile of broken bones.

If the PCs enter this room, the heap of bones stirs, revealing the inhabitant: the skeleton of a long-dead ogre. The skeleton rises up from the floor and attacks.

OGRE SKELETON **CR 3**
NE Large undead
Init +3; **Senses** darkvision 60 ft.; Listen +0, Spot +0

AC 11, touch 9, flat-footed 10
hp 26 (4 HD); **DR** 5/bludgeoning
Immune cold
Fort +6, **Ref** +0, **Will** +1

Speed 30 ft. (6 squares)
Melee 2 claws +2 (1d6+5)
Space 10 ft.; **Reach** 10 ft.
Base Atk +2; **Grp** +11

Abilities Str 21, Dex 10, Con —, Int —, Wis 10, Cha 1
SQ undead traits
Feats Improved Initiative

4. SECRET ROOM

A thick layer of dust blankets everything in this chamber. Inside are two masterwork chain shirts, a light steel shield, a longsword, a light crossbow, and a case with 10 masterwork bolts. Otherwise, this room is empty.

5. GREEN SLIME (EL 4)

The door to this room is open. Inside, a colony of green slime (*DMG* 76) grows on the ceiling. Dollops of goo stand on the floor, quivering as they digest a few hapless rats. The far left-hand corner of the room holds the remains of a former adventurer, now green slime food. His *+1 longsword* remains miraculously intact and still gripped in the corpse's rotting hand.

6. STOREROOM

This small room features dusty shelves along the south and west walls. The remains of wooden crates now serve as rats' nests, evidenced by the holes in bases of the boxes. If the PCs disturb the crates, a swarm of rats boils out of the nests. This room is otherwise empty.

Rat Swarm (1): hp 9; *MM* 239.

7. ANTEROOM (EL 3)

The door to this room is locked with a poor and rusty lock (Open Lock DC 20). Inside is a semicircular room with an alcove in the center of the east wall. Two statues, seemingly created from solid crystal, fill the alcove. Beyond them stands an old door. Another door stands closed on the southwestern wall.

The statues are actually guardian constructs. They attack as soon as anyone enters the room.

CRYSTAL STATUES (2) **CR 2**
N Medium constructs
Init +0; **Senses** Listen –5, Spot –5

AC 14, touch 10, flat-footed 14
hp 31 (2 HD); **Hardness** 8
Fort +0, **Ref** +0, **Will** –5

Speed 30 ft. (6 squares)
Melee slam +2 (1d6+1)
Base Atk +1; **Grp** +2

Abilities Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1
SQ construct traits

8. FOUNTAIN ROOM (EL 1)

Against the east wall stands a small fountain. Long dried up, filth and dust coat the bottom. Torn tapestries hang along the north wall, and to the south, a few scraps of colored fabric suggest another once hung there. The floor is filthy, consisting of a mixture of grit, dried mud, excrement, and tufts of fur. A door stands closed on the northeastern corner of this otherwise empty room.

The damage to the tapestries is too extensive for the likes of a *mending* spell to repair. The northern door opens toward the PCs, triggering a crude trap. Tied to the handle is a string connected to a crossbow trigger. When opened, the door pulls the string and triggers the trap.

Crude Crossbow Trap: CR 1; mechanical; touch trigger (pulling the door); manual reset; Atk +10 ranged (1d8/19–20, bolt); Search DC 20; Disable Device DC 20.

9. COLLAPSED HALL

This short hall runs to the north where it ends in a rubble-filled corridor. Situated right in front of the door to the south is a crossbow mounted on a tripod. A case with nine bolts lies on the floor next to it. Though dirty, the hall is empty.

A character looking for tracks who succeeds on a DC 15 Survival check notes footprints in the dust all over this area. As with area 1, a successful check reveals they belong to one humanoid-shaped creature, and that they were made within the last day.

A secret door is concealed in the east wall. A character who succeeds on a DC 20 Search check finds a button that opens the door. If the PCs trigger the trap (see area 8), have Catharandamus make a DC 12 Listen check. If successful, it hides behind a statue and attacks the first character who enters the room.

10. THE VAULT (EL 4)

This room holds four old and chipped statues. Each is of the same human girl, arranged in different poses. One kneels reaching out as if to pet a small animal, another skips, the third has her stretching her arms over her head, while the last depicts her curtseying. The room stinks of ash and fire along with darker and more sinister smells. Bones—mostly rat but some humanoid—form a pile underneath the statue of the girl kneeling, making it seem like she is reaching for a bone.

This is the lair of the despicable creature Catharandamus. Hidden here, it fears someone will discover its truename and thereby gain power over it. Worse, it has been cursed with undeath, so it suffers from an insatiable hunger. If it succeeded on the Listen check (see area 9), it attacks the lead character from behind the nearest statue. Otherwise, it shrieks with surprise and hastily begins to cast *desecrate* before attacking.

CATHARANDAMUS CR 4

Male ghoul cleric 3
CE Medium undead
Init +3; **Senses** darkvision 60 ft.; Listen +3, Spot +8
Aura moderate evil
Languages Common, Abyssal, Undercommon

AC 17, touch 15, flat-footed 14
hp 32 (5 HD)
Resist +2 turn resistance
Fort +3, **Ref** +4, **Will** +9

Speed 30 ft. (6 squares)
Melee bite +7 (1d6+4 plus paralysis) and 2 claws +5 (1d3+2 plus paralysis)
Base Atk +3; **Grp** +7
Atk Options ghoul fever (DC 13, 1 day, 1d3 Con and 1d3 Dex), paralysis (DC 15), rebuke undead 5/day (+2, 2d6+5, 3rd)
Cleric Spells Prepared (CL 3rd):
 2nd—*death knell* (CL 4th, DC 15), *desecrate*^{D} (CL 4th), *sound burst* (DC 15)
 1st—*divine favor, doom* (DC 14), *protection from good*^{D} (CL 4th), *shield of faith*
 0—*detect magic, guidance, read magic* (2)
 D: Domain. Deity: None. *Domains:* Chaos, Evil.

Abilities Str 18, Dex 16, Con —, Int 14, Wis 17, Cha 14
SQ undead traits
Feats Ability Focus (paralysis), Multiattack
Skills Balance +8, Climb +9, Concentration +5, Hide +8, Jump +9, Knowledge (religion) +5, Move Silently +8, Spot +8, Truespeak +9
Possessions *lesser amulet of the silver tongue**, *ring of protection +2*
 *New item described on page 263

11. LIBRARY

Shelves cover all four walls of this room, though all are empty, their contents having long given way to rats and worms. A few tables and chairs are arranged haphazardly, some tipped over, others broken. Also, blobs of wax and a few broken candles cover the floor. A filthy fireplace stands against the south wall, though the bricks and debris inside suggest the chimney collapsed. A door stands in the center of the west wall.

Characters examining the shelves who make a successful DC 20 Search check uncover a short treatise on truenaming that includes the personal truenames of a chain devil, a babau demon, and a succubus. This text is worth 500 gp to someone interested in truenames (such as a member of the Collectors of the Lexicon; see page 270). Otherwise, this room is empty. The door on the opposite wall opens to a huge rift created by an earthquake that leveled most of the palace. A character who succeeds on a DC 10 Listen check at the door hears the sound of whistling wind.

12. THE RIFT (EL 5)

Beyond the door is a huge rift that travels north and south for hundreds of feet. Seemingly bottomless, a cold wind blows up from below. Worse, inky darkness clouds all vision, turning to absolute blackness just a few feet below the door.

The rift is a planar tear, a place where the Plane of Shadow touches the Material Plane. This rift connects to Nightcrawler Chasm. If one were to fall down the rift, he would fall through into the Plane of Shadow, falling up Nightcrawler Chasm until the pull of gravity changes his momentum, causing him to fall back into the Rift. Thanks to the unusual nature of the place, a falling character never slows, and unless some outside force acts on him, he falls forever, slipping between the Plane of Shadow and the Material Plane. The shadowbats roosting at Nightwatch know this and occasionally swoop down for a quick meal.

Lurking on the walls just out of sight are three small monstrous shadow spiders from the Plane of Shadow that crossed over in hopes of better hunting. Characters spending more than 3 rounds exploring the rift attract the attention of these horrors.

SMALL MONSTROUS SHADOW SPIDERS (3) CR 2

N Small magical beast (augmented, extraplanar)
Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +12

AC 14, touch 14, flat-footed 11
hp 1 (4 HD)
Resist cold 6, evasion
Fort +2, **Ref** +3, **Will** +0

Speed 45 ft. (9 squares), climb 30 ft.
Melee bite +4 (1d4–2 plus poison)
Base Atk +0; **Grp** –6
Atk Options poison (Fort DC 10, 1d3 Str/1d3 Str), shadow blend

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Abilities Str 7, Dex 17, Con 10, Int —, Wis 10, Cha 2
SQ vermin traits
Feats Weapon Finesse^{B}
Skills Climb +11, Hide +6, Jump +8, Move Silently +9, Spot +12

Shadow Blend (Su) In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

13. ISOLATED ROOM

The only way to reach this room is to somehow climb across the face of the chasm (DC 20 Climb check). The original purpose of this room is long forgotten, concealed now by the heaps of rubble and debris that spilled down when the earthquake shook the palace. A thorough search of the rubble uncovers a stash of 453 gp, a dented silver chalice studded with chalcedony stones worth 150 gp, and a scroll of *dimension door.*

14. SANCTUARY

The door to this room is locked and requires a successful DC 20 Open Lock or DC 25 Strength check to open.

Inside is a square room, eerily preserved all these years, containing a desk and chair, a pair of bookcases, and an ornate candelabra with six fat purple candles. The desk drawers are all empty, as are the shelves in the bookcases. The candelabra is worth 120 gp and the candles are ordinary candles.

Catharandamus discovered this door was locked and couldn't open it, so he left it alone. The PCs can rest here without fear of being attacked.

15. SHATTERED SHRINE (EL 3)

The door to this room is open. Though the room's original function has been lost to time and the destruction wreaked by the earthquake, it is now the lair of a particularly nasty wererat named Corbus, who fled to these tunnels when the people of his village turned against him. He has an uneasy truce with Catharandamus, and so long as Corbus refrains from hunting in the ghoul's territory, they get along.

This room is filthy, even by wererat standards. Rubble and debris mix with excrement and the remains of old meals. Scraps of cloth, weaponry, and coins litter the place. If the PCs stumble into the room, Corbus attacks. If reduced to half hit points or less, he changes into his dire rat form and scrambles down the side of the cliff until the PCs leave.

Corbus (Human Form) CR 2

Male wererat rogue 1
CE Medium humanoid (human, shapechanger)
Init +2; **Senses** low-light vision, scent; Listen +10, Spot +10
Languages Common, Halfling; rat empathy

AC 16, touch 12, flat-footed 14
hp 11 (2 HD)
Fort +3, **Ref** +6, **Will** +7

Speed 30 ft. (6 squares)
Melee mwk dagger +3 (1d4/19–20)
Base Atk +0; **Grp** +0
Atk Options curse of lycanthropy, disease (filth fever—DC 11, 1d3 days, 1d3 Dex and 1d3 Con), sneak attack +1d6

Abilities Str 10, Dex 15, Con 12, Int 13, Wis 16, Cha 8
SQ alternate form, trapfinding
Feats Alertness, Dodge, Iron Will^B, Weapon Finesse^B
Skills Balance +6, Bluff +3, Climb +5, Disguise +3, Hide +7, Jump +4, Listen +10, Move Silently +7, Search +5, Spot +10
Possessions Leather armor, masterwork dagger

Corbus (Dire Rat Form) CR 2

Male wererat rogue 1
CE Small humanoid (human, shapechanger)
Init +5; **Senses** low-light vision, scent; Listen +10, Spot +10
Languages Common, Halfling; rat empathy

AC 19, touch 16, flat-footed 14
hp 11 (2 HD); **DR** 10/silver
Fort +4, **Ref** +9, **Will** +7

Speed 40 ft. (8 squares), climb 20 ft.
Melee bite +6 (1d4 plus disease)
Base Atk +0; **Grp** –4
Atk Options curse of lycanthropy, disease (filth fever—DC 12, 1d3 days, 1d3 Dex and 1d3 Con), sneak attack +1d6

Abilities Str 10, Dex 21, Con 14, Int 13, Wis 16, Cha 8
SQ alternate form, trapfinding
Feats Alertness, Dodge, Iron Will^B, Weapon Finesse^B
Skills Balance +9, Bluff +3, Climb +13, Disguise +3, Hide +14, Jump +4, Listen +10, Move Silently +10, Search +5, Spot +10

Corbus (Hybrid Form) CR 2

Male wererat rogue 1
CE Medium humanoid (human, shapechanger)
Init +5; **Senses** low-light vision, scent; Listen +10, Spot +10
Languages Common, Halfling; rat empathy

AC 18, touch 15, flat-footed 13
hp 11 (2 HD); **DR** 10/silver
Fort +4, **Ref** +9, **Will** +7

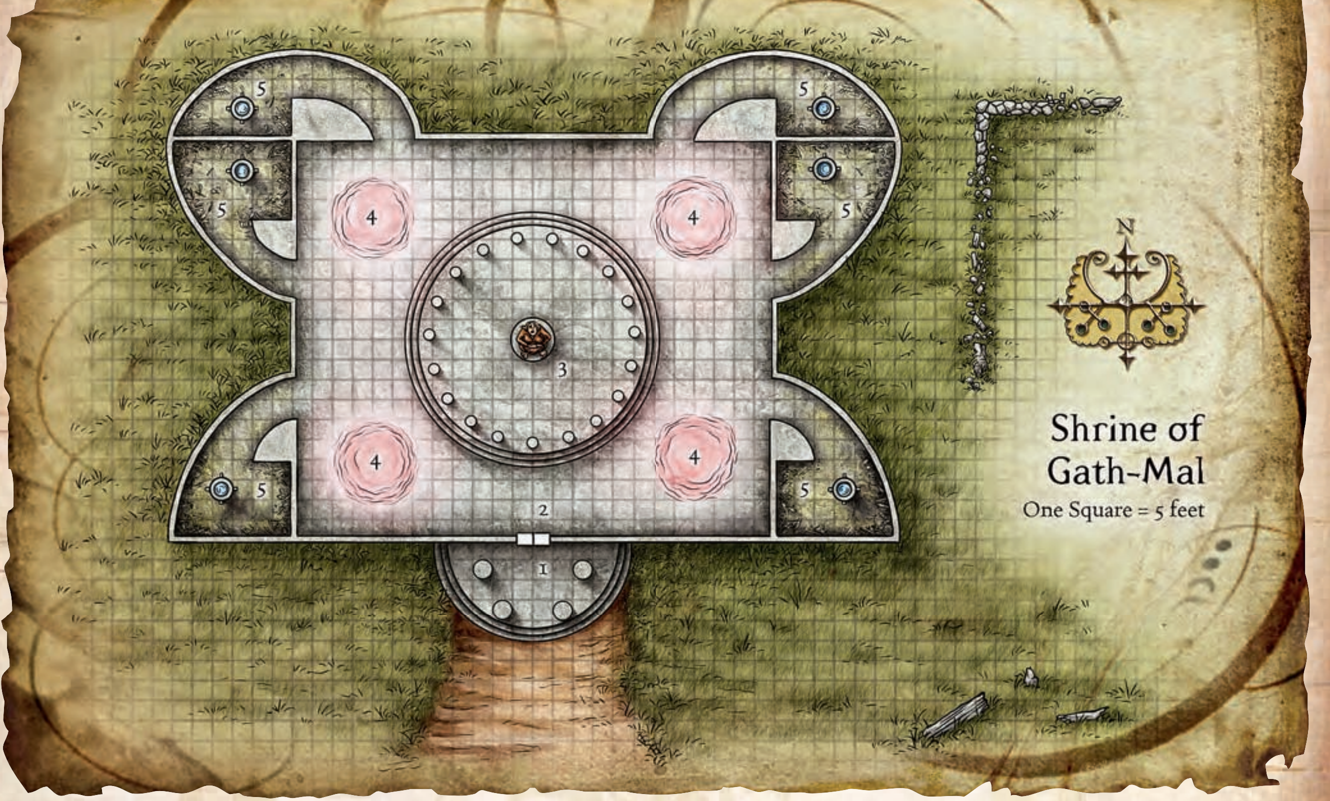
Speed 30 ft. (6 squares)
Melee mwk dagger +6 (1d4/19–20) and bite +0 (1d4 plus disease)
Base Atk +0; **Grp** +0
Atk Options curse of lycanthropy, disease (filth fever—DC 12, 1d3 days, 1d3 Dex and 1d3 Con), sneak attack +1d6

Abilities Str 10, Dex 21, Con 14, Int 13, Wis 16, Cha 8
SQ alternate form, trapfinding
Feats Alertness, Dodge, Iron Will^B, Weapon Finesse^B
Skills Balance +9, Bluff +3, Climb +5, Disguise +3, Hide +10, Jump +4, Listen +10, Move Silently +10, Search +5, Spot +10

16. SUNDERED HALL

The corridor turns to the west, but after just a few feet, the bottom falls away into the dark rift. A shadowy darkness fills the chasm in all directions. Across the gap, the corridor continues for a few more feet before ending in a cave-in. On the opposite side are a few bones and broken weaponry. With a search of the rubble (Search DC 20) a character can find a *+1 short sword* left by the original guards of the palace.

For more information on this rift, see area 12.



SHRINE OF GATH-MAL (EL 10)

In the ruins of an ancient city, its name long lost, stands a single intact structure: the Shrine of Gath-Mal. All around lie crumbling columns and the collapsed remains of the city's past glory, its only testament to former greatness this unusual shrine. Few scholars know much about the shrine, though many truenamers have heard legends of it. These stories state that an oracle dwells inside who can speak with the gods, with an uncanny knack for divulging information useful to users of truename magic.

Oddly, though she is an icon in truename lore, Oracle Gath-Mal is not herself a truenamer, nor are her attendants. In fact, the only association that the Shrine has to truename magic is that Gath-Mal is skilled at plucking elements of Truespeech from the ether. Worse, the oracle is a madwoman, a relic of the distant past wallowing in the cause of her city's death, and condemned to live for all time in the company of mad creatures from beyond the realm of space and time.

The ruined city holding the shrine collapsed under the weight of its own sin. The alienists who ruled this place frequently touched a distant plane called the Far Realm in an effort to learn the secrets of the universe. As a result of their meddling, the citizens developed bizarre psionic powers, dabbled in forbidden arts, and conjured terrifying horrors from this strange and maddening plane. Eventually, the populace, in a case of mass insanity, turned on itself. The citizens butchered one another to appease whatever dark god lived beyond the realm of dreams. When the carnage ended, all that remained of the citizens' excesses were the shrine and its oracle.

If the characters need to learn some piece of vital information for the campaign, or they seek to uncover a new Truespeech element, the Shrine of Gath-Mal can be a useful, if not strange, adventure site. PCs who show respect for the oracle can learn what they wish, usually through *psionic divination* or *contact other plane*, for the price of the spell (see page 129 of the *Player's Handbook* for pricing). However, a show of disrespect causes the oracle and her minions to rise against intruders, revealing the true horror laying beneath the façade of an unusual, but seemingly harmless, diviner.

1. ENTRANCE (EL 10)

A short set of stairs leads up to a pair of carved wooden doors. On the doors are reliefs of balls rotating around a fiery orb. Four columns of white stone support a roof carved with the same décor as the doors.

A successful DC 12 Knowledge (architecture and engineering) check reveals that the columns don't actually support the roof and aren't even secured in place. If the PCs examine the columns in detail and succeed on a DC 25 Search check, they see faint and distorted lines that make the pillar resemble a woman with a sword.

Astute characters might realize that the columns are actually creatures, caryatid columns that protect the shrine from unwelcome guests. Any attempt to break down the doors or deface the shrine causes the caryatid columns to change forms and attack the characters. Otherwise, the columns ignore all visitors. For more information on these creatures, see page 30 of *Fiend Folio*.

If the PCs knock on the doors, an attendant opens the doors in 1d4 rounds. If the PCs try to enter uninvited, the caryatid columns attack.

CARYATID COLUMNS (4) CR 6

N Medium construct
Init +7; **Senses** Listen –5, Spot –5
Languages none

AC 22, touch 13, flat-footed 19
hp 53 (6 HD); **Hardness** 8
Fort +2, **Ref** +5, **Will** –3

Speed 30 ft. (6 squares)
Melee *+2 bastard sword* +12 (1d10+9/19–20) and slam +4 (1d4+2)
Base Atk +4; **Grp** +9
Atk Options Improved Sunder, Power Attack

Abilities Str 20, Dex 16, Con —, Int 6, Wis 1, Cha 1
SQ break weapon (DC 13), column form, construct traits
Feats Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (bastard sword)B
Skills Diplomacy –3, Sense Motive +4
Possessions *+2 bastard sword*

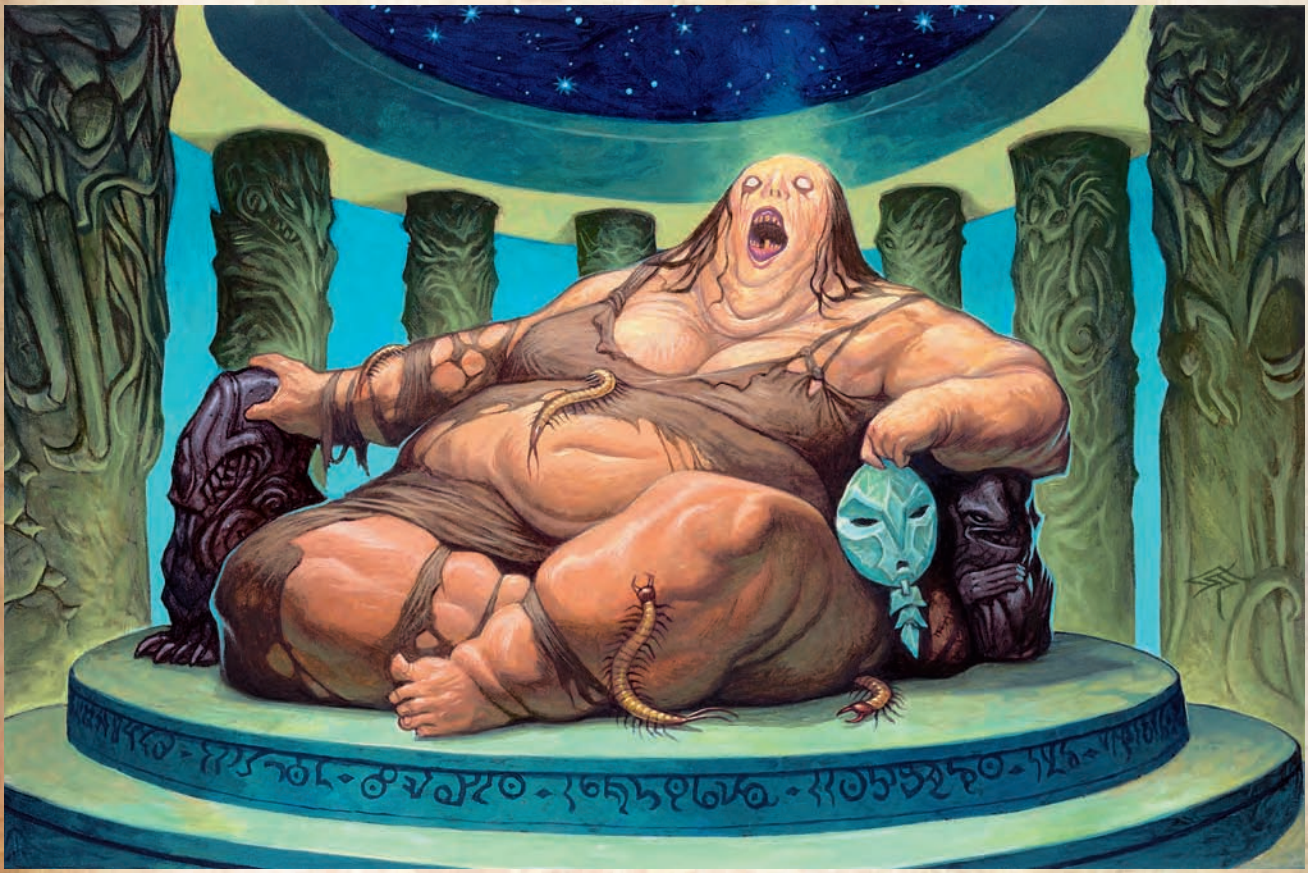
Break Weapon (Su) Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a DC 13 Fortitude save or break and become useless, dealing no damage to the column. A magic weapon uses either the wielder's save bonus or its own, whichever is better.

Nonmagical ranged weapons automatically shatter upon hitting a caryatid column, dealing no damage. Magic ranged weapons receive a DC 13 Fortitude save to resist this effect.

Column Form (Ex) A caryatid column can assume the form of a column as a free action, once per round.

2. ORACLE'S FANE

Assuming the PCs knock first, an acolyte opens the doors and welcomes them in a quavering voice, inviting them to enter. The red-robed attendant leads them into a large hall, tiled in marble with four columns of fiery energy that travel from floor to ceiling. Halls lead out from this central chamber to the west, north, and east. Dominating the center of this room is a pillared dais with three short steps leading up on all sides. Overhead, the ceiling rises about 30 feet before ending in a painted dome depicting stars on a field of midnight blue. Though stunning, the scene is sinister, as if something dark and insane lay amid the sparkling tapestry above.



The oracle Gath-Mal is as insane as she is grotesque

Illus. by S. Prescott

3. ORACLE (EL 12)

Situated on the dais is a great fat woman, covered in dirty rags. Her drooling mouth is slack and full of rotting teeth. Her eyes roll about in her head and weep a viscous yellow fluid, running lines through the grime on her face. She stares up at the dome overhead, as if pondering the secrets therein. Queerly, centipedes crawl all over her body, feasting on the cast off bits of food left by careless attendants.

This is the oracle Gath-Mal, a powerful psion and diviner driven to madness by the visions she has seen over the years. She never speaks, instead communicating telepathically. When the attendant leads the PCs to the steps, he instructs them to open their minds and accept the presence of the oracle so she can divine their futures. Before she meets any group, the oracle prepares by casting and manifesting some defensive spells and powers.

Surrounding this grotesque creature are nineteen columns, each carved to depict some horrific otherworldly creature. While intimidating, these columns are not creatures, although a character who inspects them and succeeds on a DC 25 Knowledge (the planes) check correctly identifies the creatures in the column as wystes (see page 200 of *Monster Manual II*).

If the PCs have come for information, the attendant stays close, protecting the oracle. Characters can benefit from any spell or power she knows using pricing as described on Table 7–8: Goods and Services (PH 128). They need not pay in gold; the oracle accepts items, gems, and art objects of equal value.

Should the PCs attack, the oracle manifests powers and casts defensive spells until the rest of her attendants arrive from area 5, which takes 1d3 rounds. Once the attendants join the fight, they cast off their cloaks, revealing their monstrous forms. At least one attendant tries to grapple a PC and force her into one of the pillars of quintessence (see area 4). Once a combat begins in the shrine, the inhabitants fight to the death.

> "Brithonetel-hoorudana'-shekelvanaayuotonaythee!"
>
> —Reversed utterance of *temporal twist*, delivered by Khetarin against Thorassk the lich-king.

Gath-Mal **CR 13**

Female human sorcerer 4/seer* 3/cerebremancer* 6

*Classes described in *Expanded Psionics Handbook*

CN Medium humanoid

Init +0; **Senses** Listen +6, Spot +6

Languages Common, Dwarven, Elven, Gnome, Goblin, Halfling

AC 22, touch 13, flat-footed 19

hp 84 (13 HD)

Resist fire 20; **PR** 21

Fort +8, **Ref** +4, **Will** +12

Speed 20 ft. (4 squares)

Melee unarmed strike +2 (1d3–4 nonlethal)

Base Atk +6; **Grp** +2

Atk Options Overchannel, *precognition*

Sorcerer Spells Known (CL 10th):

5th (4/day)—*contact other plane*

4th (6/day)—*locate creature, scrying* (DC 22)

3rd (7/day)—*clairaudience/clairvoyance, summon monster III, tongues*

2nd (7/day)—*detect thoughts* (DC 20), *fox's cunning, locate object, scorching ray* (+6 ranged touch)

1st (8/day)—*charm person* (DC 17), *disguise self, magic missile, shield*†, *unseen servant*

0 (6/day)—*arcane mark, detect poison, detect magic, ghost sound, light, mage hand, message, open/close, read magic*

†Already cast

Power Points/Day: 94; **Powers Known*** (ML 9th):

5th—*power resistance*†, *psychic crush* (DC 20)

4th—*aura sight, death urge* (DC 19), *psionic divination, remote viewing* (DC 19)

3rd—*dispel psionics, eradicate invisibility* (DC 18), *fate link* (DC 18), *energy retort*†

2nd—*clairvoyant sense, ego whip* (DC 17), *mass missive* (DC 17), *object reading*

1st—*attraction* (DC 16), *call to mind, distract* (DC 16), *precognition*†, *psionic daze* (DC 16)

*All powers described in *Expanded Psionics Handbook*

†Already manifested; the oracle typically chooses electricity for her *energy retort*

Abilities Str 8, Dex 10, Con 18, Int 20, Wis 7, Cha 22

SQ discipline (clairsentience), summon familiar (none)

Feats Closed Mind*, Force of Will*, Greater Spell Focus (divination), Hostile Mind*, Iron Will, Overchannel*, Spell Focus (divination)

*Feats described in the *Expanded Psionics Handbook*

Skills Autohypnosis* +8, Bluff +13, Concentration +22, Decipher Script +11, Diplomacy +8, Disguise +6 (+8 acting in character), Intimidate +16, Knowledge (arcana) +21, Knowledge (psionics)* +20, Knowledge (the planes) +8, Listen +6, Psicraft* +18, Spellcraft +20, Spot +6

*Skills described in the *Expanded Psionics Handbook*

Possessions *ring of protection +2, major ring of fire resistance, amulet of natural armor +3, bracers of armor +3, cloak of Charisma +2, cognizance crystal* (5 pp), *crystal mask of languages (Abyssal, Draconic, Celestial, Infernal, Sylvan), dorje of energy stun (cold)* (22 charges)

4. PILLARS OF QUINTESSENCE (EL 6 OR 10)

Rising from floor to ceiling are what seem to be columns of pink liquid flame. Though opaque, close examination (Search DC 20) of these pillars reveals the presence of an enormous shifting worm-shape swimming through the ceiling and emerging again from the floor. On the floor and ceiling are permanent *gates* to the Far Realm (see page 211 of *Manual of the Planes*), a plane outside the Great Wheel cosmology and home to horrors unimaginable. Streams of fiery acid spill out of the *gates*, and swimming through them are terrible wystes.

Touching a column deals 4d6 points of acid damage. Entering a column deals 20d6 points of acid damage per round. Worse, the column carries an immersed character up through the ceiling and into the Far Realm itself after 1 round—a mind-shattering experience indeed. A casual touch attracts the attention of the wyste contained inside it, causing it to leave the pillar of fluid and attack. Otherwise, the wystes are content to swim through the fluids of their homeworld on their insane journey to nowhere.

For more information on wystes, see page 200 of *Monster Manual II*.

ADVANCED WYSTE CR 6

N Huge aberration (extraplanar)
Init +5; **Senses** blindsight 120 ft.; Listen +5, Spot +4

AC 18, touch 9, flat-footed 17
hp 85 (9 HD)
Immune acid
Fort +8, **Ref** +6, **Will** +6

Speed 10 ft. (2 squares), swim 40 ft.
Melee 7 tentacle rakes +10 (1d6+6)
Space 15 ft.; **Reach** 10 ft.
Base Atk +6; **Grp** +20
Atk Options improved grab
Special Actions bite (Grp +24, 1d6+9)

Abilities Str 22, Dex 13, Con 20, Int 1, Wis 11, Cha 8
Feats Alertness, Improved Initiative, Improved Critical (bite), Improved Natural Attack (tentacle)
Skills Listen +7, Spot +7, Swim +16

Bite (Ex) If a wyste achieves a hold, it can attempt to bite the grappled target on its next action with a successful grapple check (it receives a +4 bonus on this grapple check, as indicated above). If it hits, it automatically deals the given damage each round until the grappled target breaks the grapple, succeeds on an Escape Artist check, or kills the wyste. It need not make more grapple checks to deal this damage after the first check. If the grapple check fails, it drops the creature it was grappling, which falls prone in an adjacent square.

Improved Grab (Ex) If a wyste hits a Large or smaller opponent with one or more tentacle attacks, it deals tentacle damage and can start a grapple as a free action without provoking an attack of opportunity. It receives a +2 bonus on the grapple check for each tentacle that hit beyond the first.

5. ORACLE'S ATTENDANTS (EL 3–8)

Each wall, except the southern wall, features two round corridors leading to a sharp bend and ending in the private chambers of one of the oracle's attendants. One attendant is always in area 2, seeing to visitors and the needs of the oracle herself. Heavy hooded red robes completely conceal them. Beneath, they are twisted caricatures of humans, being pseudonatural humans drawn from the mad vistas of the Far Realm. They attend the oracle because it is their mad duty. If the oracle is threatened, the pillars disturbed, or if the PCs force entry into the shrine, the attendants attack and fight to the death.

The cells keyed to this location are all identical. They are filthy places, filled with bone fragments and rotting flesh. Orange moss carpets the ceilings and slippery slime coats everything. The air is putrid, filled with the stench of decay. In the center of each room is a pedestal holding a basin of clean water, though of a weirdly bright blue color. The pedestals serve no purpose whatsoever.

ATTENDANTS (6) CR 5

Male and female pseudonatural* human psychic warrior 4
*Template described in *Complete Arcane* and *Lords of Madness*
CN Medium outsider (augmented human)
Init +5; **Senses** darkvision 60 ft.; Listen +2, Spot +2
Languages Common

AC 15, touch 11, flat-footed 14
hp 22 (4 HD); **DR** 5/magic
Resist acid 5, electricity 5; **SR** 14
Fort +5, **Ref** +2, **Will** +3

Speed 30 ft. (6 squares)
Melee mwk longsword +8 (1d8+4/19–20)
Base Atk +3; **Grp** +6
Atk Options Cleave, Power Attack, Psionic Weapon, true strike 1/day
Power Points/Day: 9; **Powers Known*** (ML 4th):
2nd—*wall walker*
1st—*burst, empty mind, vigor*
*All powers described in *Expanded Psionics Handbook*

Abilities Str 16, Dex 13, Con 12, Int 10, Wis 14, Cha 8
SQ alternate form
Feats Cleave, Improved Initiative, Power Attack^{B}, Psionic Weapon*, Weapon Focus (longsword)^{B}
*Feat described in *Expanded Psionics Handbook*
Skills Autohypnosis* +11, Concentration +8, Knowledge (psionics)* +9
*Skills described in *Expanded Psionics Handbook*
Possessions mithral shirt, masterwork longsword

Alternate Form (Su) As a standard action, an attendant can take the form of a grotesque tentacled mass, though its abilities remain unchanged. Other creatures take a –1 morale penalty on their attack rolls against an attendant while in this form.

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Tome of Magic Errata

Errata Rule: Primary Sources

When you find a disagreement between two D&D® rules sources, unless an official errata file says otherwise, the primary source is correct. One example of a primary/secondary source is text taking precedence over a table entry. An individual spell description takes precedence when the short description in the beginning of the spells chapter disagrees.

Page 18: Table 1–2: Vestiges by Level

Table 1–2: Vestiges by Level indicates that Dahlver-Nar has a special requirement. He does not.

Page 28: Dahlver-Nar

Dahlver-Nar's summary indicates that he has a special requirement. He does not.

Page 38: Leraje

The first paragraph of Leraje's description should read as follows:

Once a favored servant of the primary deity of the elves, Leraje allowed her pride to become her downfall. Leraje gives her summoners an elf's eyesight, great skill with a bow, and the ability to hide well.

Page 45: Savnok

The first paragraph of Savnok's description should read as follows:

Once a servant of the gods, Savnok now grants his summoners the ability to wear heavy armor and summon it from the ether, the power to shift places with an ally, and protection against piercing weapons.

Page 59: Improved Read Thoughts

Replace the description of the improved read thoughts ability with the following:

Improved Read Thoughts (Su): The DC of the read thoughts ability granted by Dantalion increases by 2.

Page 113: Table 2–2: Uses Per Mystery Per Day

In Table 2–2: Uses Per Mystery Per Day, the 17th-level line should indicate that a 17th-level shadowcaster gains 2 uses of 6th-level mysteries per day, not 3.

Page 149: Shadow Time

The duration of shadow time should read as follows:

Duration: 3 rounds (apparent time); see text for *time stop*

Page 195: Speaking a Truename

Insert the following bullet point after the first three on the page.

- To speak an area's truename (using the Lexicon of the Perfected Map), you must succeed on a Truespeak check with a DC equal to 25 + 5 per level of the utterance. If the area is a magical location, increase the DC by an additional 5.

Page 216: Monk Abilities

In the third paragraph of the Monk Abilities description strike the mention of penalties for flurry of blows. The class is intended to grant flurry of blows progression.

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